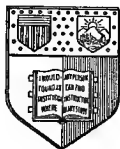


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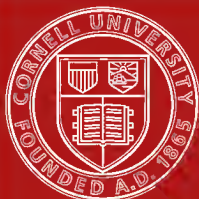
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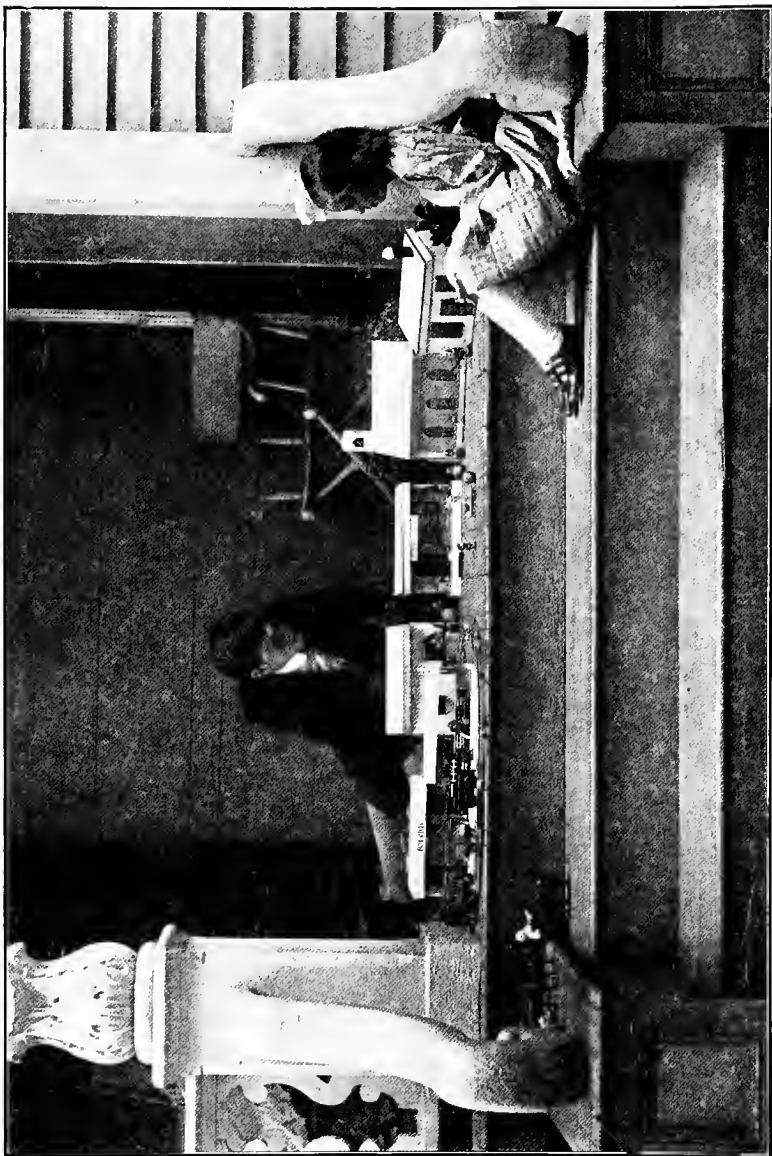
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**THE COMPLETE
PLAYCRAFT BOOK**



THE COMPLETE PLAYCRAFT BOOK

BY
PATTEN BEARD

333

AUTHOR OF
"THE JOLLY BOOK OF BOXCRAFT," "THE JOLLY BOOK OF PLAYCRAFT,"
"THE JOLLY BOOK OF FUNCRAFT," "MARJORIE'S LITERARY
DOLLS," ETC.

*With Illustrations Arranged by the Author and Photo-
graphed by G. S. North and with Seventeen Diagrams*



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THIS BOOK
IS DEDICATED TO
ALL LITTLE CHILDREN
AND TO
"NIMBLEFINGERS," "HAPPY THOUGHTS"
AND "PLAY"

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FOREWORD

TO PARENTS AND TEACHERS

THIS book of playcrafts, it is hoped, may be of use to mothers and teachers as well as to children. Mothers will find in it new and untried occupations for indoor and outdoor plays—plays that are simple enough to be carried on by very small children alone and plays of imaginative interest, lasting and entertaining. The materials needed are easily found in every home.

Teachers will find here suggestions for craft-work with younger grades, ideas to carry out in the training of little minds and unskilled fingers—natural play which develops resourcefulness.

And, it is hoped, children themselves will look through the book at the pictures and be able to follow directions with their aid, in this way gaining not only the happiness of busy creative play but also acquiring skill through simple use of the tools and materials that will help much in general training of concentration and ability to use hands and fingers in ways of usefulness as well as play.

Little children who are sick or kept indoors and all those who love children and have the child's quick fancy which delights in making new things from original materials will find in these pages the

FOREWORD

magic which little children love better than store-made toys.

The material in this volume is carefully selected from the author's previously published books, THE JOLLY BOOK OF BOXCRAFT, THE JOLLY BOOK OF PLAYCRAFT and THE JOLLY BOOK OF FUNCRAFT. Eight chapters and many of the illustrations are new.

INTRODUCTION

Aladdin found a little lamp, so worthless and so small,
That, first, he scarcely valued it as anything at all! —
But when he saw what magic lay in this small common thing,
He wished for all the opulence its genii slave might bring:
A palace like the Sultan's came, its workmanship most rare,
Adorned with gold and costly gems most radiantly fair! —
I'd like to own that sort of lamp! (Maybe that you would too!)
Yet, there are many other things as *magic*, if you knew!
(Treasures may be quite little things that you perhaps have found
And anybody may pick up, if they are seen around!)
Just common spools and boxes — your search need not go far —
And buttons are most magic! Oh, yes they surely are!
No genii like Aladdin's one their summons will obey
But joyous fairy sprites will come called Happy Thoughts and Play:
And when a joyous Happy Thought will answer to your need,
Your own home is a palace fair, a splendid one indeed!
Aladdin's cave of riches was little to Play's store —
Play's treasure is unending! It's always more and *more!*'
Here is all-golden laughter, and jeweled fun, and mirth,
The greatest of all riches in all this wide round earth!
I know about Play's secrets! So turn the page and see,
She'll bring *you*, too, a treasure, if you want one, maybe!

**THE COMPLETE
PLAYCRAFT BOOK**

The Complete Playcraft Book

SPOOLCRAFT

Material Required to Make Spoolcraft: spools, cardboard, crayons, scissors, glue, cardboard boxes, a few button-molds and a pencil.

Big spools, little spools; thin spools, fat spools; tall spools, short spools; straight spools, bulging spools—everywhere at home you will come upon them! Spools of twist, spools of cotton, spools of silk, spools of darning-cotton, spools of crochet-cotton, spools for ribbons and spools for cords—everybody is using them! And what to do with the empty ones, that nobody wants—why, there is Spoolcraft with which you may have no end of fun.

With very little hunting about, enough spools are very quickly found for Spoolcraft play. It is surprising that work-baskets prove full of empty spools, sewing-machine drawers and workbags too: all one has to do is to hunt for them and ask others for them.

When you have your collection just see what fun they really are: first, there is the chance to build with them; next, one may make toy furniture; and then beside all this, one may make people and ani-

THE COMPLETE PLAYCRAFT BOOK

mals! And the surprisingly delightful part of it all is that the people will almost always be different—unless, indeed, they are twins!

Building with Spools:

Spools of even sizes may be used in block building. If all spools are saved for the block-building collection, one will have a constantly growing supply and be able to make many tall castles and towers, round or square. Keep the spools in a big box or basket and add new ones as they come. Those of uneven size may be used in new and interesting ways as one builds.

In order to build with spools one must have many even strips of cardboard. Cut cardboard into three- and four-inch lengths. Lay a strip over two even spools, equal in height, and upon these build other similar spools with cardboard strips. See how many different forms one may build this way!

A good game may be made with spoolcraft building, using colored spools to roll under castle openings. A count may be made by coloring four small twist-spools: red, blue, green, yellow. Coloring is done with crayons—just everyday school crayons.

The players sit upon the floor four feet from the spool-castle. They play in turn, each having his chance to roll each spool toward the castle openings. Red spool counts *one* if it passes through; blue spool counts *two*; green spool counts *three*, and yellow

SPOOLCRAFT

spool counts *four*. The player who first makes a score of twenty-six or over wins the game.

Making Toy Furniture:

It is very easy to make toy furniture with spools. Cut strips of cardboard one inch wide by three or four inches long. Place a spool on end and bend the cardboard so that one part is longer than the other. Glue the short end to the top of a spool: there is a chair! A table is made by placing glue between two spools that stand end to end. A square or circle of cardboard that is pasted to the top spool makes a fine table-top, but if the table is to fit the chair, use lower spools or one large spool.

A button-mold glued to the top of a twist-spool will make a fine foot-stool.

A doll's bed is easily made with the help of the lower half of a small oblong cardboard candy-box or other small cardboard box. Simply glue spools of even length under the corners of the lower half of the box and cut the sides of the box rim down a bit. Any little china-doll or paper doll will find this kind of toy bed very comfortable.

Boys may make any amount of toy furniture for sisters—and as for sisters, probably sisters will join in the fun, too.

See how many other things one may make in toy furniture this same way! A bench—that is easy! How would one make a bird-house? Put on a tall pencil a small spool like a spool of twist. It will fit

THE COMPLETE PLAYCRAFT BOOK

near the point of the pencil if the pencil is thick enough. There is the bird-house! Place the other end of the pencil into the opening of a large spool. With crayons, draw the doors of the toy bird-house in black or brown crayon.

And how make a garden? Bits of garden twigs that one may press into the openings of spools will make trees that stand. One may lay out a garden upon the floor of a porch or indoors on the play-room table. One large spool makes a fine sundial if its top is covered by a round of cardboard. Into this press a small equal-sided triangle so that it stands upright. By cutting a very narrow base a quarter of an inch long and letting this come under the middle of the triangle, one may make a slit through the cardboard which covers the spool's hole and the whole will stand upright firmly as a sundial should.

Perhaps with spoolcraft play, one may invent new toys—carts made with spool wheels and other happy inventions. Find all there is to be found! See what fun it is!

Spoolcraft People:

Spoolcraft people are interesting to make because one never knows what kind of a person the spools will make till one has tried. Often when spools are placed in different positions, one on top of the other, the same spools will make several different kinds of people! That is surely funny!

A spool person is made with three spools. See the

SPOOLCRAFT

picture of the spooly boy with sailor-cap. He has feet, you see; and he has arms. These are made of cardboard.

To make the sailor-boy, first find your three straight spools of even size. Glue two together, end to end.

Place the lower end of one spool upon a piece of cardboard and draw a circle around it with a pencil. When cutting this out, add two round points to one side. These are the feet. The round of cardboard is pasted under the lower spool and glued so that the points which are the feet stand out. Glue this spool to the two that make the sailor-boy's body and it stands firm upon its flat circle.

Arms are narrow strips of cardboard. The arms may be made in one length of cardboard or singly. The length will depend upon the height of spools one is using. The usual length is about four inches for arms that are made in one strip with hands cut at each end.

Paste upon the arms another spool. This is the head. A face may be drawn upon it in colored crayon. The sailor-cap is a cricle of cardboard under which a bit of ribbon is glued to form two streamers.

A spool lady is made in the same way except that her skirt may be made with a large heavy spool and her legs with a spool of twist or any other small-sized pool. Her wide-brimmed hat is a large button-mold of wood and its crown is another glued upon the top of this.

THE COMPLETE PLAYCRAFT BOOK

The spool lady may have darning-cotton wig, to make which one knots together a braid of brown darning-cotton and winds it about the top of the spool lady's head. Paste holds it.

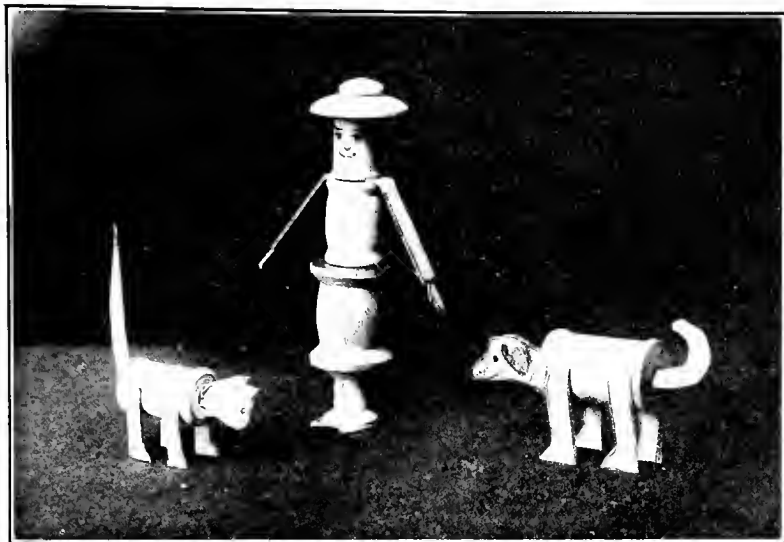
One may make whole families of spool people—fathers, mothers, sisters, cousins, brothers, uncles. And as for little spool children, just see how they grow into families too! When making spooly people be sure to name each one. That is the more fun for one begins to make up a story for each.

Spool Animals:

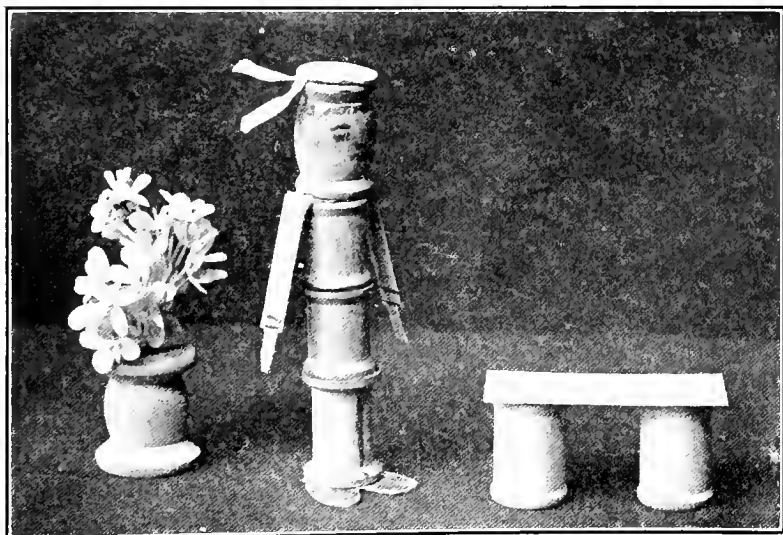
Spool animals are made by cutting cardboard heads, tails and legs to fit spools. The head is cut upon a long strip of cardboard which is fitted into one end of a spool and made firm this way. The head is drawn with brown or black crayon. If one is making a dog, one draws a dog's head with funny flat floppy ears. And the dog's tail should turn upward in a curl of cardboard that looks friendly enough to wag. Slip each into an end of spool. Then legs are cut to fit. These are glued to the side of the spool and allowed to dry well so that the spool dog will stand.

Pussy-cat is made in the same way and it is fun to invent new spool animals!

Just keep on saving empty spools and when you want something to do—why, there are the spools all saved up and ready, waiting!



Miss Spoolie and her pets



The Spoolcraft Sailor-Boy

THE COMPLETE PLAYCRAFT BOOK

You wouldn't believe that a spool could be
A little toy dog or a kitten, maybe,
But yet it is true—if you make your own toys
That spools may be made into girls and boys—
And chairs, and tables, and benches too,—
And I think that it's ever such fun to do!

FUNNY FRUITCRAFT

Material Required to Make Fruitcraft: apples, pears or potatoes; a fruit knife, some plain white cardboard and crayons.

With red-rosy apples, pears that have stems, potatoes, lemons, and other vegetables and fruits as well, one may make most amusing elves and fairies or dolls, and even cats and dogs, that are great fun! These fruit playthings may be used as table decorations or as simple everyday toys. The work is always entertaining and is always varied by the shape of the fruit used.

Perhaps the easiest fruitcraft is that of apple brownies which make fine Hallowe'en and Thanksgiving fun. They are made with cardboard arms, head and legs which are fitted into slits in the apple.

Every child likes to have his part in the making of a holiday and apple brownies are easy to make. As for pussy-cat fruits and pear puppies, they are irresistible, and where one cannot find apples or pears to work upon, the homely everyday potato, washed and dried, may be substituted.

Apple Brownies:

Apple brownies are surely gay little people. They suggest so much action and frolic! Every boy and

THE COMPLETE PLAYCRAFT BOOK

girl should know how to make them. They like especially to be placed where they will make people laugh: a little friend who is kept indoors with a cold, a child at a hospital, a friend who is convalescent—to each one the apple brownie may be carried by the one whose nimble fingers have created it.

The apple brownies have legs, heads, arms cut from plain white cardboard—and that's about all there is to tell about the making of them except to say that the faces are outlined in colored crayons. Never let the crayon markings touch the fruit, however. Anybody can cut out cardboard arms and legs. A paper pattern will be a help when one is making the brownies in any large number as for a party.

And, speaking of parties, there is a good game to play with apple brownies. Any number of children may play it. First, there is an apple-hunt: everybody must find one apple—and surely apples are a bit hard to find when they secrete themselves to make a game! Under pillows, hidden beneath tables or chairs, back of curtains—a red apple! That's the fun!

Then there is another hunt—a hunt for brownie arms, heads, legs! These do not always match up. They may be made from different patterns! All the more fun! When the hunt seems to come to an end, there is a table where all the boys and girls are seated and shown what to do with the apples and all

FUNNY FRUITCRAFT

that they have found. Then in ten minutes—oh, hurry! Who can make the best brownie!

Brownies that enter the competition are all numbered and placed in a row and voted upon with paper and pencil! *That's* fun! Maybe a set of crayons for a prize!

The Potato Elf:

Just a potato for body—arms and legs and head of cardboard! Anybody and everybody should know the Potato Elf and invite him to come and play upon some indoor day. His boots, with long toes, may be colored with crayon; his face, his pointed cap, his sleeves may be colored, too—and colored upon both sides so long as one does not go to the tips of the arms that are pressed into slits one makes in the potato.

The Pussy Fruit:

The pussy fruit is made just as other fruitcraft toys are made. One draws a kitty's head upon cardboard. It should fit the size of the fruit to be used. Perhaps kitty's body may be just a long brown potato.

The kitty's neck is pressed into a slit at one end of the fruit, a long kitty tail into the other. And legs that are very straight and strong hold kitty's body upright so that it will stand. That is about all—except that there may be more than one kitty. Kitty likes company, "Meow!"

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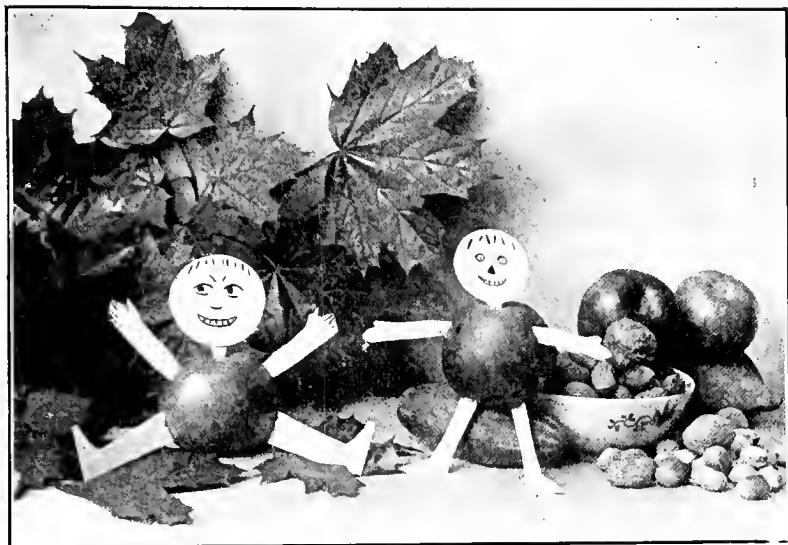
The Pear Puppy:

The pear that is chosen for pear puppy's chubby body should be equipped with a fine curly stem, for the stem of the fruit forms the most important feature of the pear puppy. It is his most delightfully waggish tail! All the humor of pear puppy is in that tail: look for a fine tail for your puppy!

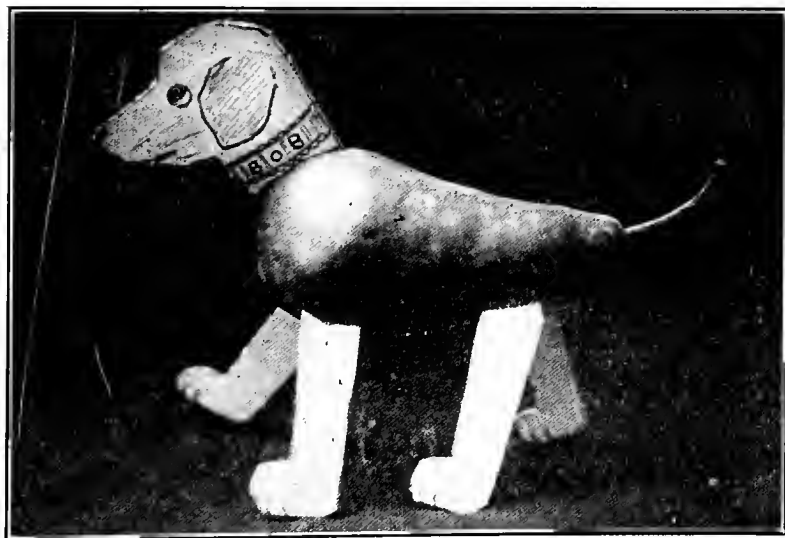
His head is first drawn to fit the size of the pear and is outlined upon a piece of white cardboard. Legs are cut from a pattern made to fit the size of the pear also. Both sides of the head are made alike after the head is cut out. Then the neck is pressed into a slit at the front of the pear and the four legs are properly placed in slits cut with a fruit-knife under the body of the pear.

Pear puppy will sit or stand, as you please. And he is all that a puppy should be in ways of delightful play!

I made a pear puppy—bow-wow-wow—
Just look at him and you'll see how:
You can make him sit, you can make him stand
And, either way, I think he's *grand!*
He belongs to an apple brownie—see:
You can make some like them yourself, maybe!



Apple Brownies for Hallowe'en



The Pear Puppy, my Tylô dog

NUT AND PEBBLE CRAFTS

Material Required to Make Nut and Pebble Craft: acorns, acorn-caps and horse chestnuts; some twigs or tooth-picks, a pen-knife (not too sharp); pebbles and crayons.

Acorn Nut Crafts:

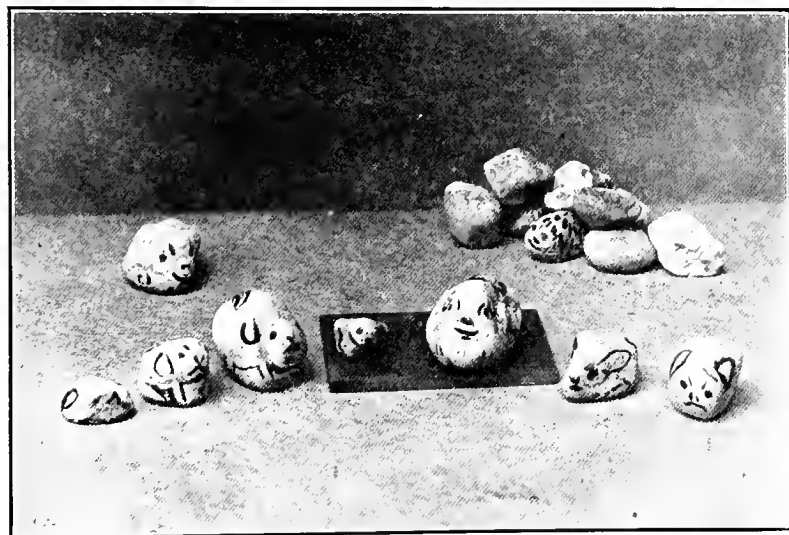
Out in the woods where the little red squirrels are so busy, there are acorns! Anybody who looks will find acorns. The big oak leaves will show where acorns are, even should there be no chattering squirrels! And, of course, the squirrels must know that the acorns are valuable, for if they are there, there will be a great deal of squirrel talk if anybody picks up the acorns.

One does not eat them as squirrels do, but simply fills one's pockets with acorn-caps and acorns. Then one picks up some softly pliable little twigs from the ground and takes these home. Or else one sits upon the good green grass and tries to make a fairy teaset—for, of course, this is exactly what acorns were meant for if one has clever fingers and is allowed to use a small pen-knife.

All manner of dishes may be made with the acorns and acorn-cups: a teapot is a large acorn shell that stands upright upon its broad base. Its handle is



An Acorn Tea Set



Pebble Animals for Outdoor Play

THE COMPLETE PLAYCRAFT BOOK

a small twig bent and pressed into one side of the shell. The spout is just one short bit of twig put into the shell opposite the handle!

A saucer is an acorn shell that is small. A plate is a larger acorn-cup. The cup itself is the half of the lower part of a small acorn. It has a handle made like that of the teapot, to fit the size.

Cream-jug is half of an acorn with top cut off and nut removed. It has a handle, too.

Sugar-bowl is a flat acorn with handles added at both sides.

A covered muffin-dish is made by putting together two acorn-caps!

Truly, a fairy woodsy teaset meant for happy play, one would say. All children ought to know about its magic!

Acorn Brownies:

Acorn brownies are fun to make: each brownie is made from two nuts. Its legs and arms may be toothpicks or small brown twigs fitted into the shell of the lower acorn which makes the body.

Another acorn is the head. It is placed upon a small bit of toothpick or twig as a pivot. And it has its acorn cap upon it to prove that it really *is* a brownie!

Chestnuts may be made into toy figures in the same way and when one is allowed to use a pen-knife, one may make most interesting chestnut bas-

NUT AND PEBBLE CRAFTS

kets by hollowing out the nut and cutting the shell into a handle.

These are fine outdoor plays for the child who hoards the enchanting glossy horse-chesnuts, so firm, so brown, so truly full of play!

Pebble Craft:

When one goes upon the beach—or even out in the garden—one is sure to pick up strangely-shaped stones and curious pebbles. In summertime, these are found by the side of stony brooks. Often their queer shapes will suggest unusual and lumpy animals like the hippo at the zoo!

Sometime, if one is where pebbles are to be found, it might be fun to make a zoo from queer stones and pebbles!

Making these into animals is simply a matter of what the stones suggest to the one who finds them. With help of black or brown crayon, the pebbles are marked off with eyes, noses, mouths, ears and often with feet. Then the markings of spots on the stones change into strange spotted creatures both friendly and fierce in appearance and one may give each a name that is wholly make-believe. There is chance to have a lumpy-doo and a humpydoodle, a hickibocker, and a snee, a wukupx and a deedle and when many strange beasts are confined in a home zoo made of dens and fenced-in quarters constructed from small boxes and box-covers—why, it is indeed jolly! Summertime, wintertime, at home or off in the coun-

THE COMPLETE PLAYCRAFT BOOK

try, there the pebble craft creatures are waiting to be made into animals.

Pebble Play in Gardening:

With a few garden pebbles, some green moss and a bit of twig from a box-bush, one may make a delightful bit of landscape in a shallow earthen dish.

First, fit the moss across the dish in two sections and then sprinkle the pebbles between to suggest the bed of a dry brook. Press the twig of box-bush down into the moss and it will look like a real tree. Moreover, if you keep the moss damp, the twig will stay fresh and the moss will continue green like a bit of meadow. And if you have small celluloid animals—ducks or cows—the bit of landscape will be truly pretty to look upon and may be kept for a long time in the nursery window. Sections of carrot-top, horseradish-root, parsnip will grow in this if it is kept moist.

Just some tiny acorns
From a tall oak tree,
Aren't they fairy dishes
For a fairy tea?
Any one can see it
With just half an eye
Nobody should ever
Pass such magic by!

PICTURE CRAFT

Material Required for Picture Craft: shallow cardboard boxes, pictures and small toys, bits of box and evergreen; glue, scissors, a ruler and crayons; a few paper-fasteners or needle and thread.

Every one has drawn pictures or painted them with paints. It is a splendid sort of pastime, to be sure, but there is another way to make pictures that is fun also. This is picture-making with toys and bits of outdoor greenery, and with frames of shallow cardboard boxes.

To start this craft, one first finds a shallow letter-paper box or other small-sized cardboard box. This is to be the frame and it must not be too large or too deep. A box which is not longer than seven or eight inches is best and it should not be deeper than two inches at most.

The cover must be cut to make a frame. With a ruler, a rim must be measured equally distant always from the edge just as a real picture frame is made. Remove the section at the center.

Next, find some colored picture in a magazine. It must fit into the back of the box exactly. A landscape is best. Try for one without any figures. If one has the Japanese toy figures of a Japanese garden, one may use a little Japanese print for background.

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The toy figures are then glued into position and groups so as to make the foreground of the picture. Bits of green, like box-plant, may be made to suggest a little tree, growing. Often the printing upon a box-cover comes at its center so that the decoration of the box itself serves to make a unique frame for the box-picture made with the toys.

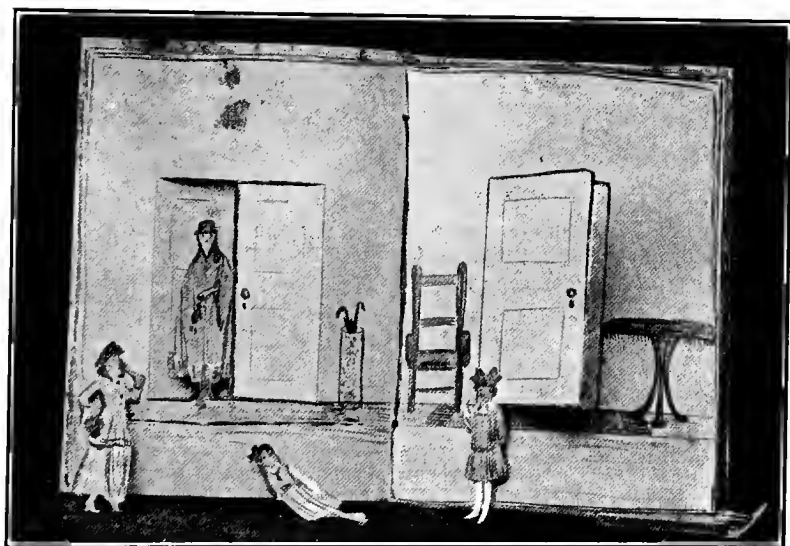
Small celluloid toys may be used this way. All wee Christmas-tree toys are excellent material, too. And if one wishes to hang up the pictures, stickers may be bought and pasted in place on the upper edge of the box frame.

On indoor days, it is often fun to hold an exhibition of toy pictures, calling in the children from next door to help with the fun. And there should be prizes, of course, for the most masterly work of art. A "catalogue" with names of those exhibiting will be something else to do. It will be interesting and exciting to see not only what one can make oneself but also just how well one can do to achieve First Prize, Second Prize, or Honorable Mention by general vote.

Where no toys are available for this playcraft, bits of figures may be cut from fancy postal-cards.



Box Pictures made with Toys



The Door-Book

THE COMPLETE PLAYCRAFT BOOK

Busy as busy—
As busy can be—
Making a picture
I am, you see:
A little box picture—
Think of the fun
Of hanging it up
When the work is done!

HISTORY CRAFT

Material Required to Make History Craft: a cardboard box, about the size of a small shoe-box; some corrugated cardboard; a ruler, pencil and paste; sprays of box and evergreen; some manila wrapping paper and some paper clips.

How people lived long ago—and what they did—that is what history tells us, and every one likes to know about the long-ago times. We know how the first settlers came to this country but it is hard to picture the way they lived if one knows very little of history. One way in which all may get closer to these early times is through history craft plays. One may build the strange log cabin, the blockhouse, with its stockade, the Indian encampment in the forest. It is fun to play history craft at school, or at home upon a table or even on the nursery floor which gives one plenty of space for mapping out plays. After one has played these history crafts, one will much more easily imagine the life of long ago.

The Settler's Cabin:

Take any ordinary oblong cardboard box, about four or five inches deep and eight or nine inches long. This is the frame upon which the cabin is to be built.

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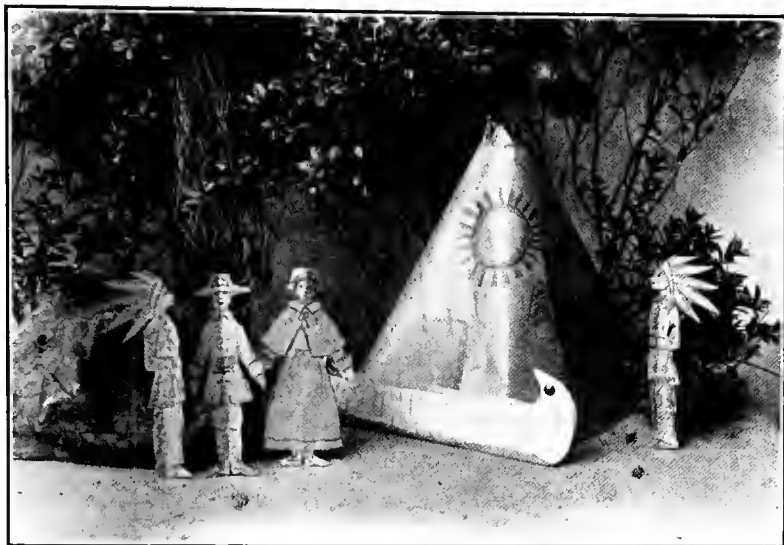
Next, find a sheet of corrugated cardboard and fit this around your box, leaving the cover off the box and standing the box upon one long side so that it is open as it faces the worker. Glue the corrugated cardboard around the open box. The corrugated brown cardboard will look like small logs.

Cut one small square for a window, making it come at the front of the box. Near it, cut an open door.

The peaked roof is a large piece of the corrugated cardboard. Fit this to the size of your box, making it about an inch longer than the length of the box. An easy way to measure is to take the size of the top of your box and double this in width, bending it through the center and adding an inch or so more at the side.

The roof will need to be held in place by a three-cornered piece of cardboard cut to fit the upper end of the cardboard box. There should be two of these triangles fitted and pasted at either end of the box which makes the cabin. When they are firmly glued, the roof is glued over them and tied down with a bit of string till it dries.

The real cabin's chimney was made of stones but this little make-believe cabin has a chimney made from gray cardboard. A strip of cardboard eight by eleven or twelve will answer. Fold this four times to make a chimney of four equal sides and glue it tight together, tying it till it dries. Then with black crayon outline shapes of stones that make the



My Indians lived in a Teepee



My Puritans lived in a Log Cabin

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chimney. Glue the chimney at the side of the cabin. Now, it is easy to see something of the life of the early settlers who fought hardships in a home that looked like this—a home of logs that were cut from forest trees.

One may cut figures from folded paper and dress these up with crayons to represent the early settlers: women with cap and kerchief, apron and long full skirt, and the men with capes and Puritan hats, knee-breeches and buckled shoes.

Round about your cabin place a forest of twigs. Cedar and bits of box-plant are fine trees. One may stand them up in the holes of open spools and build up underbrush with smaller pieces of greenery.

The Blockhouse:

For sake of safety, these early settlers built their houses within a large enclosure called a stockade. This stockade was a high fence of thick posts of tree-trunks. One may make this stockade with a stiff piece of cardboard, marking it with brown crayon and bending it into a square-shaped fence.

Within this stockade is the blockhouse in which the early settlers all took refuge when besieged by hostile tribes of Indians. In order to represent this blockhouse you will need two square and rather flat cardboard boxes. Collar boxes will answer—or better some brown-colored box of the same shape. One box should be a bit larger than the other.

With crayons, mark off logs and a door upon the

HISTORY CRAFT

lower box. The men had to shoot through small openings between the logs that were just small squarish peep-holes. One represents these with dark crayon squares.

Place the larger box upon the smaller one, marking it in similar way. Then cut a cardboard square two inches larger than the top of the larger box. Fold this from corner to corner after marking it so that it represents a rough wooden roof that is four-sided and somewhat sloping. The forest comes outside—and the *Indians!*

The Indian Teepee:

The Indians lived in settlements of tents which were made of skins hung over poles. On these skins were often painted symbols. One may make the Indian teepees from heavy brown manila wrapping-paper, cutting out big circles the size of a dinner-plate. Each circle will make two teepees. Simply roll the half circle of brown paper into a cone and paste its sides.

Draw some symbols or figures of animals upon the tent's sides and cut an opening somewhere in the side, pointed a bit, and irregular.

The pointed poles which held the skins in place are represented by cutting off the end of the paper cone in irregular points and coloring the points black or brown with crayons. One may make an Indian encampment in a forest of twigs. Pebbles and stones may be used for rocks in the forest.

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One may cut an Indian canoe from brown paper also. It should be cut from a long piece of heavy brown paper. On it draw markings to represent birch-bark. The ends of the canoe are fastened with paper-clips or pasted firmly together and then the canoe shape is opened out and bent so that it will stand flat by itself near the teepee or wigwam.

Cut Indians from brown paper, making the size fit the size of the wigwams. They should be colored with bright crayons and have feathered headdress. If one does not know how to draw well, one may cut these Indians in strings from doubled paper, free-hand.

I cut me out some Pilgrims—
John Alden, he is best:
I think I'll make Priscilla
And maybe all the rest
To fit my Settlers' Cabin
And box-fort on the floor—
The Indians are hiding
Back of my playroom door!

PAPER CRAFT

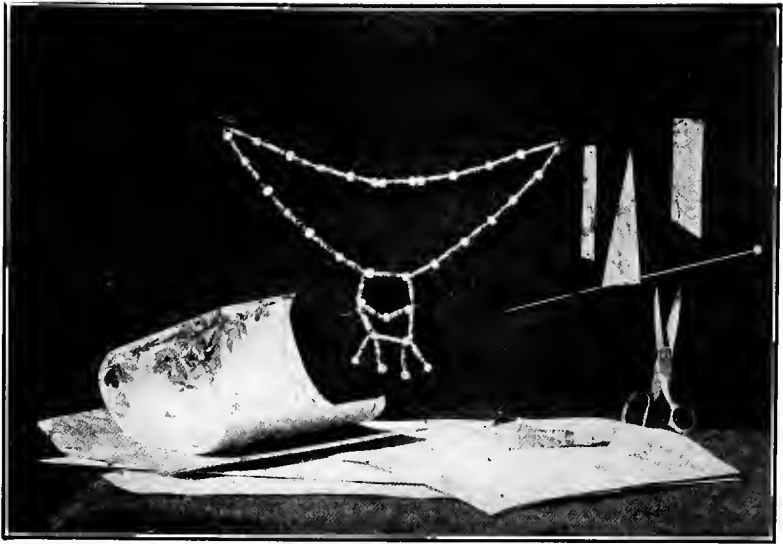
Material Required for Paper Craft: three or four sheets of heavy manila wrapping paper; a pile of old picture magazines to cut from; scissors, paste and a ruler and crayons; a small steel knitting needle and some bright-colored pictures or bits of wallpaper; shellac, a large needle and some strong thread.

Children used to have scrapbooks. Nowadays children do not seem to have them but they miss much fun that used to occupy long hours when weather or illness kept one indoors. Scrapbooks are such splendid fun! One cuts pictures and pastes them upon pages in order to make a beautiful picture-book. It requires time and scissors and paste and one should also have a stack of old magazines from which to choose the pictures that go into the book one is making.

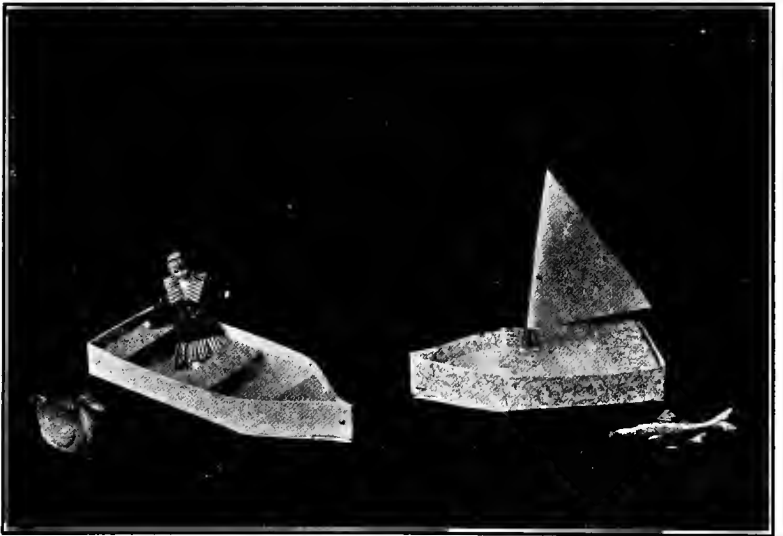
But where to get scrapbooks nowadays? They seem hard to find. Best make one for oneself!

Buy three or four sheets of heavy brown manila wrapping paper and fold these sheets many times, cutting the folds into leaves and making a book of the sheets when gathered and put together double.

The leaves are sewed through the center of the book as shown in the picture. Heavy raffia or strong ribbon may be used and a good cover of cardboard,



Bead Necklaces of rolled paper



Toy Floor Boats

PAPER CRAFT

cloth, or stiff wallpaper is also tied over the leaves at the outside. Then one has a fine scrapbook to work with. One may use it to make a picture book or better still, perhaps, may make within this scrapbook a toy house with doors that open and close! In this house, paper figures cut from magazines may move about and play.

Those who like to play with crayons will find it great fun to draw the rooms of a house inside this new scrapbook. First go through the scrapbook, using ruler to mark off two inches floor space at the bottom of each page. Rulings should be uniform and even.

Next, upon each page, draw one upright oblong. This is the delightful door that will "really open and shut." Cut the oblong at top, down one long side, and across its base. There is the door. Go on through the book marking and making doors. Then outline the doorcasings and knobs.

Then make the hall, the living room, the library, the dining-room, the pantry, the kitchen, the bedroom, play-room—even conservatory and garden, perhaps! Merely outline with crayon on the blank page of the scrapbook such simple outlines as anybody can draw of chairs, tables, rugs, stools, beds, and other furniture or cut pictures of them from magazines to paste in place. Color what you like with crayons, keeping interior decoration very simple.

If one wishes, one may hang "pictures" upon walls

THE COMPLETE PLAYCRAFT BOOK

or put books and flowers on the tables. It is great fun to furnish the house throughout.

Afterwards, one pretends it is "To Let" and hunts through magazines for the pictures of people who are to come and live in the scrapbook house. It is a splendid craftplay for anybody who is kept indoors with a cold.

Bead-Making with Paper:

Those who like to make things with busy fingers will surely enjoy making paper beads. To make these beads, one needs a bit of brilliantly-colored wallpaper or some bright sheet of newspaper funny-page, or a large bright advertisement cut from some home magazine.

One needs good paste and a fine steel knitting needle.

Begin by cutting many long triangular strips of paper, making these about an inch wide and tapered to a point about four inches long.

Place the knitting needle upon one of these pointed strips of paper, at the base, color and pattern *outside*. The paper should be covered lightly with paste on the inside and then the knitting-needle should roll the base of the paper firmly over and over, over and over till it has actually made a colored bead! Draw the needle out.

It is fascinating work as no two beads are exactly alike! When the beads are dry, one may shellac them. But even without this finish, a string of paper

PAPER CRAFT

beads is a happy thing to make and use in play. Many varieties of necklaces may be made and bright glass kindergarten beads may be used with the paper beads.

I made myself a scrapbook
To draw inside, you know;
Brown paper were the pages
Tied tight with ribbon bow;
Inside, I drew a fine house
With doors that opened wide—
And many chairs and tables
I put in it beside!

VALENTINE CRAFT

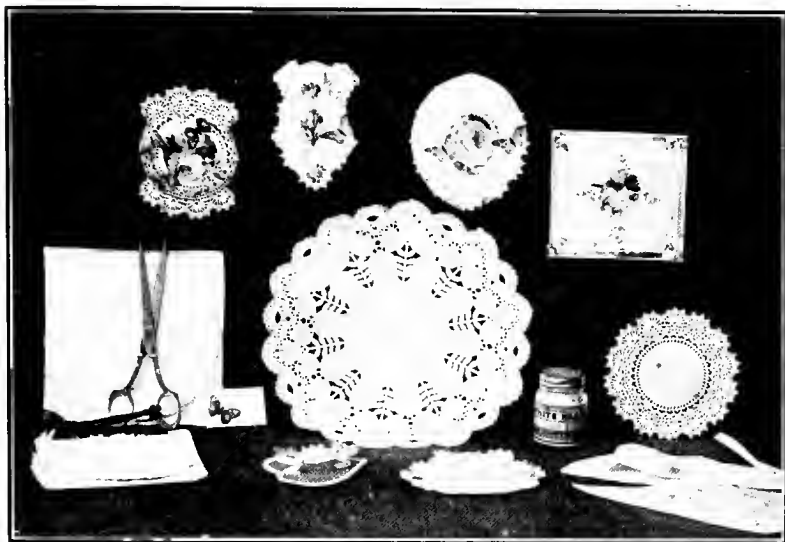
Material Required for Valentine Craft: lace-paper doilies of various sizes and patterns; scissors, paste and ruler; some pieces of flowered wallpaper and some paper clips. Artificial flowers—or real ones—for the baskets.

Charming lacy-paper valentines may be made with help of lace-paper doilies of varied patterns and sizes, and one may also use wallpapers with printed flowered patterns.

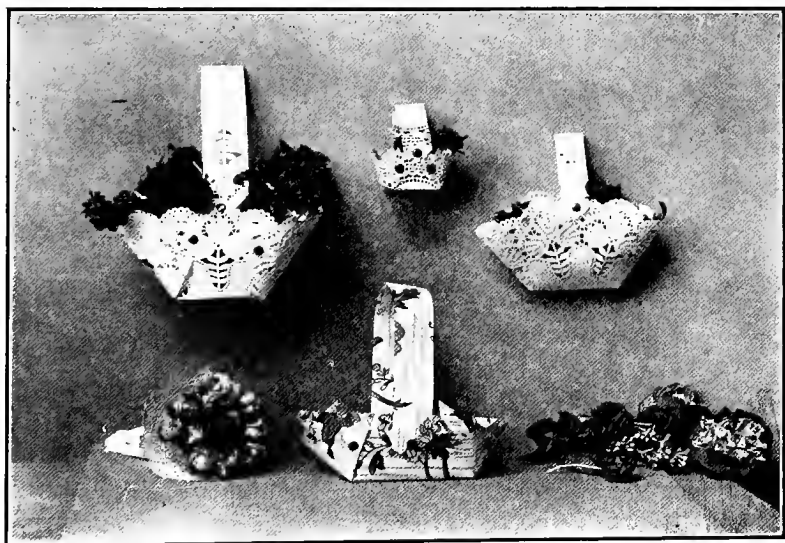
A valentine may be cut square, oval, or heart-shape from folded paper. This paper forms the foundation upon which the lace-paper frame is placed. Then find some pretty picture cut from a magazine—or some scrapbook picture—to place in the center of the paper and paste there.

Next, one takes the outside rim of the lace-paper doily and cuts a section into halves. Lap the halves one over the other and there is an oval frame of lace paper. These should be joined one upon the other and pasted. Many varied shapes may be made. Squarish frames are made with four equal sections.

Cut strips of paper similar to the card you are decorating. These should be about a half inch wide and three inches long. They are placed under the lace-paper frame and glued to it and also to the



Lace Paper Valentines are fun



Easy to make and fun to send

THE COMPLETE PLAYCRAFT BOOK

card below. This makes the lace-paper frame stand up all about the picture on the valentine, just as old-fashioned valentines were constructed.

Valentine Baskets:

With small lace-paper doilies, one may make lovely little lacy baskets for Valentine's Day or for May Day. These are made by first folding the doily double in two even halves.

Next, turn the corners over on one side and fold them evenly. Fasten them with paste or with small brass paper fasteners. Place in the baskets a little Valentine letter or some pretty little gift. Artificial flowers make pretty Valentine's Day gifts, too. When one uses these little baskets for May Day, one may put real wildflower blossoms into them.

Another pretty valentine is made with a bunch of artificial rose-buds and one very tiny lace-paper doily through the center of which the flower stems are run. This forms the pretty old-fashioned nosegay with lace-paper collar. Use tin-foil to wind about the flower stems and hold the lace doily in place firmly. One may tie a little valentine note to the flower stems.

A valentine candy-basket, like the one shown in the picture, may be made from a large double folding of heavy-figured wallpaper. Cut each corner of the oblong from its corner point down toward center about an inch or so, making all cuttings of even length and folding each corner overlapping to oppo-

VALENTINE CRAFT

site side of the basket. A paper-fastener will hold the lapped corners in place firmly. Add a handle to the basket, making it from a long fold of the figured wallpaper. Fill the basket with candies placed in some pretty fancy napkin.

Floor Boats:

Floor boats are simply made from any oblong cardboard boxes about six by four inches or smaller. The boats may be sailed upon the carpet or rugs and drawn about "voyaging" by means of string. The carpet-hassock will be an island and the low stools will be "land." The game will be better still when cargoes are carried. Passengers of little toys and dolls may be used.

In order to make a floor-boat, first take the lower half of your very shallow box and remove one short rim. Then fasten both side rims together to a point. One may do this with a paper-fastener or by means of heavy needle and thread. Cut the cardboard to fit the box-rims and you will then have the shape of a little boat. Cardboard which is fitted across the box between the box-rims will be a seat. And sail-boats are simply made by adding a thin stick with paper sail pasted to it. The stick should be run through the center "seat" and will be held upright this way. When one is expert with one's fingers, more pretentious floor-boats may be made, quite worth the fun of making! With toys in it, it makes a Valentine gift.

GIFT CRAFT

Material Required for Gift Craft: cardboard and mounting board; scissors, ruler and pencil; paper fasteners, paints; tissue paper, colored blotters, a new pencil, some bits of ribbon, a new box of matches, a little scratch pad, some chamois and a correspondence card box.

Of course children love to give presents and there are many small gifts that a child may make for birthdays and Christmas.

Cardboard and mounting-board which come in sheets make excellent material from which to cut a number of useful gifts for grown-ups. The cardboard should not be too heavy for a child to handle and cut. The lighter qualities of mounting-board and cardboard are better than the heavy ones. Brass-headed paper-fasteners are used to hold the articles together.

Daddy, Grandpa, Uncle, or Big Brother may find a shaving-pad useful. To make this, rule and cut a piece of cardboard six inches square for a front cover. Its edge, when cut, is outlined with water-color paint or ink, very carefully. The leaves of the shaving-pad are next made by folding about a dozen sheets of tissue-paper together to make a pad.

Place the cover upon the pad and mark its out-

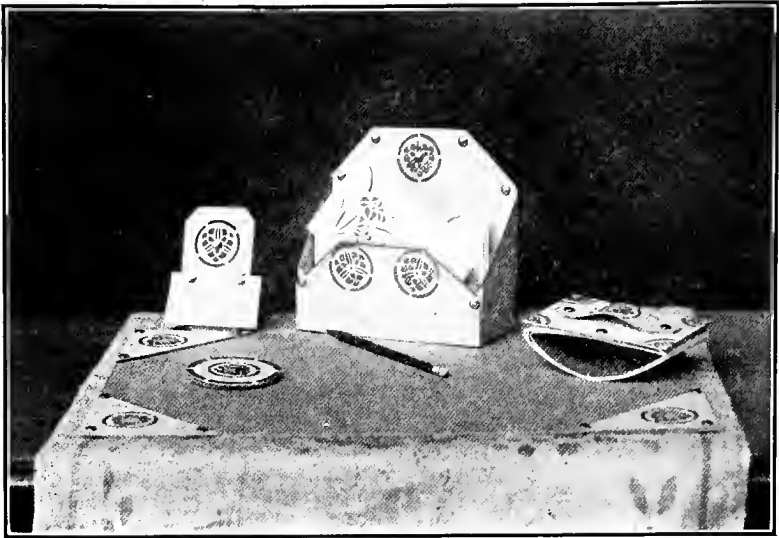
GIFT CRAFT

line in pencil upon the top sheet. Cut the sheets out evenly, going by this pattern and cutting at one time as many as can be cut easily.

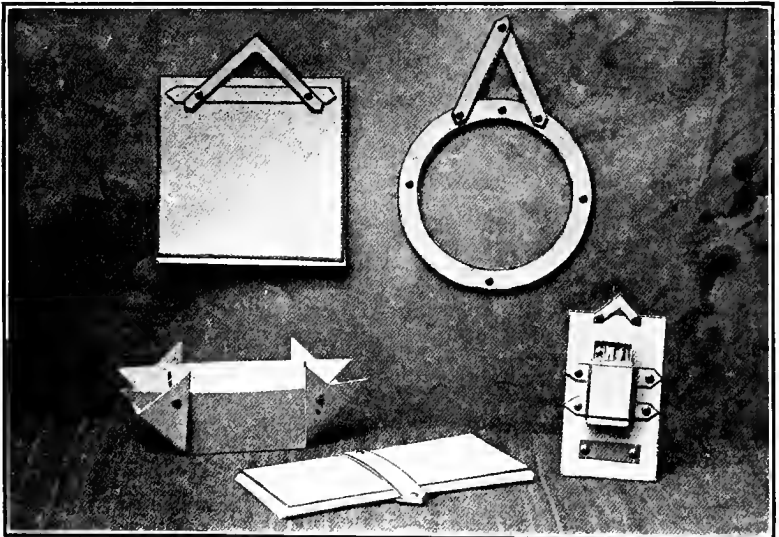
When the sheets are all done, thread them at one corner upon a narrow ribbon with a strong darning needle. Punch the cover at the same corner and tie the cover to the sheets with a big loop and a bow. Or, if you prefer another type of hanger for the pad, cut a one-inch strip of cardboard five inches long and pointed at each end as shown in the illustration. Place this at top of the cover. Next, cut a four-inch triangle of cardboard, the same width as the straight piece and pointed at each end. Fasten brass-headed paper-fasteners through triangular handle, straight piece, cover, and sheets. Turn back the prongs of the paper-fasteners on the reverse side to hold the sheets and cover fast. And be sure to outline with paint each separate part before putting the pad together.

A necktie-holder, like the one shown in the illustration, is made of a double cardboard ring one inch wide and five inches in diameter. A compass may be used—or if one has no compass, two plates, large and small, may be used to draw the two circles on the cardboard, one within the other. Cut out this cardboard ring and make another just like it.

To make a hanger for the necktie-holder, cut two three-inch strips of cardboard the width of the cardboard rings. Point them at each end and edge them with water-color paint, India-ink, or crayon. Make



A Useful Christmas Gift



Shaving-Pad, Necktie-Holder, Basket, Blotter-Case
and Match-Holder

GIFT CRAFT

the same finish for the two rings. Then join the two ends of the three-inch strips together with a brass-headed paper-fastener.

Next, fasten the two cardboard rings together, back to back with paper-fasteners at top, bottom, and each side. Press the prongs back flat. And then, last of all, fasten the handle into place at the top of the double ring.

A desk-basket, or basket that may be used for a home-made candy-box, is easily made from a six-inch oblong of fancy cardboard or mounting-board. When the oblong is cut, place it flat on the table. At each corner, mark with pencil two inches that, if continued, would cross at center of the oblong.

Take a dull knife—a paper knife will do—and draw with it straight across from the end of one of these lines to its opposite line making a small inner oblong. Then bend the outer sections up to make the sides of a basket and fold the two end ones over, fastening them with paper-clips. A strip of cardboard, fastened at center of each long side of the basket, will make a basket with a handle. For a finishing touch mark the edges of the basket with paint or dark crayon. The basket may be used as a desk-basket, a spool-basket or little sewing-basket, or to hold home-made candy when a lace-paper doily is placed inside. The candy should be done up in a pretty fancy crêpe-paper napkin. At Christmas time, a little basket of this kind may be filled with ground-pine or evergreen and holly. A bright red

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“Christmas candle” may be placed in it with holly and fir. Or, the basket may contain a small china doll for a little girl. With it in the basket one may put bits of silk, lace and ribbon to make “sewing-things” for the doll.

A case for blotters is another useful present that a child may make for an older sister’s desk or for his teacher. Buy small blotters that come in gay colors. Cut a cover to fit over these. It should be about three-quarters of an inch wider than the blotters. Cut another like it. Outline the edge of each in India-ink or dark crayon to make a neat finish. Afterwards, cut a one-inch strip of cardboard two inches longer than double the narrower width of the covers. Point it at each end; outline the edges as before and bend it carefully at center. Place it at top of one cover and fasten it at rear with a paper-fastener as shown in the illustration. Fasten the other side in the same way. Then put the colored blotters inside and fasten the holder together at the pointed ends with a brass-headed fastener. To open the case, remove the fastener.

A small wall-pocket for a safety match-box is made in like manner. Cut a piece of cardboard four by six inches to make the back. Fasten low upon it one section of the sandpaper side of the safety match-box. Fit over the box a section of cardboard the size of the cover of the box plus sides that fold down and fasten in two double points on each side, top and bottom, as shown in the illustration. Finish all edges

GIFT CRAFT

with a marking of dark crayon or India ink. Add a triangular handle to hang the match-box upon and the work is done.

A useful telephone pad may be made by merely mounting a small pad on a large oblong of cardboard and adding at the top a loop of ribbon for a hanger. At the side a pencil is fastened by a length of narrow ribbon.

Little children may make picture calendars at Christmas or New Year's season. Paste a pretty picture cut from a magazine or picture postal-card on a carefully-cut piece of cardboard of the right size and paste beneath the picture a little calendar-block which may be purchased for a few cents at a stationery store. A ribbon-bow at top of the mount makes a finish and hanger.

Indeed there are many gifts that will suggest themselves, once the child has learned how to cut and shape cardboard and fasten it together with the bright finish of the brass-headed paper-fasteners.

Beside making gifts for others, most children enjoy making things for their own use—especially for their own rooms. And a desk-set, like that shown in the illustration, to fit one's own desk or table, is made from dark mounting-board, though colored cardboards may also be used.

The blotter-pad is a long piece of cardboard of whatever size one may desire. Corners to fit this are cut from cardboard, stenciled in India-ink with some small stencil, and then each corner is fastened

THE COMPLETE PLAYCRAFT BOOK

upon the foundation with three paper clips. The foundation mount is placed right side up as are also the corners. Then, after each corner has been properly given its dark rim of crayon or India-ink, a blotter is cut to fit under the corners.

The next thing to make is a pen-wiper. This is a round disk of cardboard, stenciled. A round brass-headed paper-fastener holds together three round chamois disks and the cover over them.

A desk-calendar is made from a strip of cardboard, stenciled, with a calendar-pad pasted below its design. Fasten a narrower piece of cardboard at the back to make the calendar stand like an easel.

To make a rocking blotter cut three strips of cardboard, twelve by four inches, and fold them in three sections, making the center sections five inches and each of the sides three and a half. Fold the strips so the side sections cover each other and the center is curved, forming the basis of a rocking blotter when a cover is cut to fit over the top as shown in the illustration. This cover is slightly larger than the top of the curved blotter. Its corners should be decorated and its edge finished. A strip of one-inch wide cardboard about three inches long makes a handle set on the cover and held in place by two paper-fasteners. It should be decorated and finished before it is fastened into place on the top of the blotter. Last of all, the top of the blotter is also fastened to the double top of the curved blotter by running the shanks of the handle down through the additional

GIFT CRAFT

thicknesses of the cardboard over which has been stretched a piece of blotting paper twelve by four inches. The blotter that goes over the curved section, goes also double on top. It is held in place by two added paper-fasteners at each side of the stenciled top at each side of the handle.

To make a letter-rack, one needs as a foundation the cover of a correspondence card box or even a larger box, as in the pictured illustration of the letter-rack.

Place the box, rim up, on the table before you. Measure its long side and mark an oblong this size upon your cardboard. This should be anywhere from three to three and a half inches wide. It is to be the front of your letter-rack.

Place your box upon its top line so that the long side of the box coincides with the top line you have made. Bend the cardboard up in front to make the front of the rack and cut it pointed at each corner, making the corners even.

Next, still using the flat cardboard, cover the bottom of your box and bend it upward to make a tall back at the rear. This should be twice the height of the front.

To make the sides, the cardboard that was bent upward to make a back is folded forward at each side. Then, the front of the letter-rack is fastened over the side sections with two brass-headed paper-fasteners. The sides are then evenly graded with scissors from the high back to the lower front.

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As all this is in one piece, the inside of the back of the letter-rack will be "the wrong side" if mounting board has been used. Therefore, you will need to cut an inside section that is shaped exactly like your back section. Lay the rack down on its back and run a pencil around the outside of the back section. This will give the "pattern" which must be cut out and fitted *inside* the rack at the back. It should be decorated or stenciled before it is fitted into place. And, last of all, paper-fasteners are run through the rear of the letter-rack at even intervals to hold double sections of cardboard or box and cardboard tight together. The making of the letter-rack need not be a hard job: it takes some skill to bend and fold and cover evenly. That is all.

When you make a gift your very own self,
The little gift never is small
The work and the love in the little gift
Can never be counted at all:
When you put yourself in the work you do
No gift could be greater, I say,
The love and the work of the little gift,
Is *yourself* that you give away!

BOXCRAFT

BOXCRAFT

Material Required to Make Boxcraft: cardboard boxes, paste, scissors, crayons or water-color paints; perhaps a ruler, and pencil will help.

Do you believe in fairies? I do. I know three of them, and they are quite as wonderful as Cinderella's fairy godmother. She could make a coach and pair out of nothing at all but a pumpkin and some mice, but the fairies that I know can do even better than *that!* They can make a whole toy shop full of toys from nothing at all but some cardboard boxes.

The fairies that I know are called Happy Thought, Nimblefingers, and Play. They have so much magic that they can transform even dull days and make them jolly ones. All three of them came to see me one very rainy day, and each of them sat upon a cardboard box while they all told me in chorus about the fairy art of boxcraft.

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“Have you ever noticed how much an ordinary shoe-box looks like a little building with a flat roof?” Happy Thought inquired.

“All you have to do to make it a house,” Nimblefingers put in, “is to cut doors and windows in its sides.”

“And then, when you have made the house, you have all kinds of fun with it,” laughed Play.

“Boxes will make chimneys for your house,” Happy Thought pursued. “Boxes will make furniture—beds, tables, chairs, mantels, pianos, benches—everything!”

“You need only to cut the box rims to make them,” Nimblefingers interrupted.

“And when they are made—oh, *think* of the things you can use them for!” chuckled Play.

“A whole village can be made—cottages, school, store, church, railway station, bridges, tunnels—everything,” Happy Thought went on.

“And *all* that you need to do it will be a pair of scissors, a pencil, some paints, and maybe some paste. I’ll show you how,” Nimblefingers volunteered.

“When the village is made, all your toys can play in it! Haven’t you some roly-poly tumble toys, and

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some penny dolls, and toy animals?" Play demanded. "I know you must have."

"And the village is not *all* that you can make from nothing at all but some cardboard boxes. You may make almost any kind of a toy: a theater for dolls, a merry-go-round, an Indian wigwam, and games, and games, and GAMES!"

So, the fairies, Happy Thought, Nimblefingers, and Play, told me how to make all these magic toys from nothing at all but cardboard boxes, and they asked me to tell the children about it, so that they might know how to change dull days into bright and happy ones when they had learned of the magic.

Cardboard boxes are to be found everywhere. They are in your home and in everybody's home. Butchers, bakers, candlestick makers, milliners, druggists, jewelers, stationers, grocers, drygoods firms, shoe stores, book stores, toy stores, all keep them. Everywhere, everywhere there are cardboard boxes—big boxes, little boxes, middling-sized boxes; wide boxes, narrow boxes, deep boxes, shallow boxes; round boxes, oblong boxes, square boxes! Boxes, boxes, BOXES everywhere! All you need to do is to ask for them.

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People at home are throwing them away. The butchers, the bakers, the candlestick makers, the milliners, the druggists, the jewelers, the stationers, the grocers, and the dry goods firms, as well as all the others, are constantly sending boxes to your home. The shoe stores, and the book stores, and the toy stores, and ever so many others, are throwing boxes away just because nobody seems to realize what magic there lies in them for the children.

When Happy Thought, Nimblefingers, and Play first told me about boxcraft, I did not find any trouble in securing the kind of box that I needed for the toy-making. I found that the merchants were very glad to give me boxes when I asked for them. They smiled when I asked. They did not know that a toy circus tent could be made from a round hat-box. They did not know that a whole village might be erected out of six shoe-boxes!

Among the boxes given me were three very large ones. One was deep and wide. It came from the milliner's. It was not a bandbox, but a box used to pack hats away in. In it I kept all the boxes that came to me. The small ones I packed inside the large ones. It was a simple matter, after that, to find

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what I needed when I wished to make a table, or a chair, or a punch show, or a school-house.

Another box that was given me was wide and flat. Into it I put all pretty papers that came my way—lace paper, pinwheel paper, sheets of waxed sandwich paper and glacine book covers, crape paper, spools, cotton, pencils. Everything that could lie flat went into this wide, flat box, to be stored till needed. This box packed into the first box easily.

The third box was broad, and square, and deep. Into it I packed the playthings I had made after I had finished playing with them. It fitted into the side of the first box above the wide and flat one. All these could be put out of sight in my play-closet when night came and it was time to pick up.

These boxes I called my treasure boxes. I hope you will find three like them and keep your boxcraft materials as I kept mine, for Happy Thought, Nimblefingers, and Play told me about the plan, and I think it is a splendid one.

If you have some pretty samples of wall-paper, you can easily cover your treasure boxes with them. There *might* be some wall-paper like that in your play-room. If so, this would be the very thing.

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Then, the boxes may be placed anywhere you choose in your room.

These treasure boxes are not meant to hold large toys. It is the little toys that you will like best to use in boxcraft play. The toy figures and the animals will pack into very small space. The corrugated cardboard for roofs, the green crape paper for grass, the pretty shells, pebbles, and artificial flowers for garden building, take but small space.

The tools for your boxcraft, scissors, and paste, and paint-box, may go into the large, deep treasure box too.

Here in this book you will find the toys that the fairies have shown me how to make. There are many, many more. You can try the magic craft of the fairies for yourself in your own way. If your boxes are not always exactly like mine, make them answer by adapting the general plan of the toy to the box which you have. Learn to make much out of little. That is the motto of boxcraft play. THAT is what Cinderella's fairy godmother did when she changed a pumpkin into a golden coach. That is what fairies *always* do! They find magic in *little things*—so suppose you try it too!

BOXCRAFT

Sing a song of boxes and busy fingers too,
Some scissors, and a paint-box, and just a bit of glue!

Sing a song of playtime for happy girls and boys,
A-snipping with their scissors, a-making boxcraft toys!

LIST OF MATERIALS WHICH MAY BE USED IN BOXCRAFT

Cardboard boxes. (To make buildings and toys.)

Corrugated cardboard. (To make roofs and fences.)

Plain cardboard. (To use in cutting side walls, roofs, wheels for carriages.)

Glacine paper book-covers. (To use in making window-glass for buildings.)

Colored pinwheel papers and tissue papers. (To use in decorating houses.)

Spools. (To make standards for trees and bushes in landscape building, to make flower-stands, cannon, stools, tables, legs for dolls' beds, men for playing boxcraft games.)

Round-headed paper-fasteners of brass. (To make door-knobs and door-latches for build-

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ings. To fasten handles to baskets. To fasten wheels to vehicles.)

Pencils. (To use for pillars for buildings. To use for making game-boards.)

TOOLS USED IN BOXCRAFT PLAY

Just a pair of scissors, some paste, and a box of crayons or water-color paints.

THE LITTLE WHITE COTTAGE OF BOXVILLE

Material Required for Making a Little Cottage: one shoe-box with its cover, a twelve-inch square of cardboard, three small boxes, and a bit of glacine paper to make window-glass.

Here is the little Cottage of Boxville. I think *The Old Woman Who Lived in a Shoe* might better have chosen to live in a shoe-box like this than to have made her home in an old boot! The cottage certainly seems cozy, and far more comfortable than a shoe would be. I know that her children would have preferred a dwelling like this. I am sure you like it better yourself, so I am going to tell you how you may build one just like it.

Find a shoe-box and take its cover off. Set the box upon its side with the bottom of the box facing you. This is to be the front of the cottage.

Upon the front you will need to draw two windows and a door. Take your ruler and a pencil. Measure

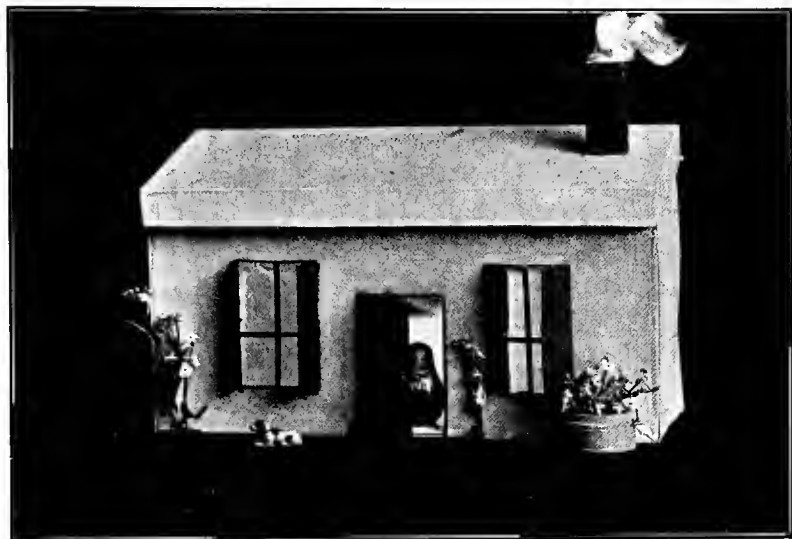
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a window space two inches from either end of the box. Make each window space two inches wide and two inches high. Half-way between these, draw a door space with its base at the base of the box. Make the door space two inches wide and three inches and a half tall.

Down the center of each window space from top to base of the square, draw a line which divides it into half. This forms the window-blinds, which you will need to cut open. (To make window with blinds, see Diagram One, *B*, page 146.) Cut top line. Cut down the center line and cut across the base of the square. Fold the sections of cardboard outward against the sides of your box, and you will have made a window with blinds.

Half-way between windows is the door space. (To cut door, see Diagram Two, *A*, page 147.) Cut across the top line of your square, down one side and across the base. Fold the cardboard outward, and you will have made a door that you can open and close at will.

If you happen to have a round-headed paper-fastener that has two pointed prongs that are meant to press through papers to keep them together, take



Boxville Cottage is made from a shoe-box.



Boxville Cottage is furnished with boxcraft furniture.

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it and press its prongs through the little door where a door-knob should be. Bend the prongs together to one side and you will have a door-latch. By turning the round knob, you may fasten the door or open it, as you like.

The roof of the cottage is supported upon two pieces of cardboard cut to fit each end of the box. (See Diagram Three, *A*, page 148.) To make these, take your cardboard and cut a piece the width of one end of your box and four inches higher. Make a second piece of cardboard like it to fit the other end of your box. Glue both on the box, one on each end. Then, with scissors, cut each piece off diagonally downward from the top at the rear of the box to the front of the box. This cuts off a corner and makes a sloping rest for each end of the cottage. Upon these the cover of the shoe-box is slipped to make half of a sloping roof. (See Diagram Three, *AA*, page 148, showing box cover placed upon side-wall pieces.)

Slip your box cover over the two points, when both are thoroughly dry. See, it makes the best kind of a roof for your cottage!

If you wish to add a chimney, any long, narrow box that is small enough to form the right proportion

THE LITTLE WHITE COTTAGE

to the roof may be used. Measure its base upon the cottage roof near the top. Cut the cardboard of the roof so that the box end may be slipped through it and stand erect, and you have a chimney. If you use a box which has a sliding cover like a drawer, its outside will be like a real little chimney. You may mark off bricks upon it with a pencil, and color it bright red. A wad of cotton will form the smoke for a chimney.

I painted blinds and door of the cottage that you see in the picture. Blinds were green and the door was brown. You may use almost any kind of paint to do this. The colors from your water-color painting-box will answer. You may use crayons too, if you like. Other paint takes somewhat longer to dry. It is not so well adapted to the building.

In front of my cottage, I made a garden with some artificial flowers that had once been on my summer hat in a wreath. You may easily make a garden for your cottage, or you may have tubs of flowers like the one in the picture. It is the lower half of a pill-box filled with forget-me-nots.

The cottage is furnished with furniture cut from small boxes. These may be three inches long or

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smaller. My furniture is all painted, but you need not paint yours unless you care to do so.

The bed is made from a box and its cover. To make it, first take the lower half of your box and turn it over so that its rims are below instead of on top. At each corner cut a leg for the bed, and remove cardboard from between these cuttings, so that it leaves at each corner of the rim a two-sided leg. (To cut bench form, see Diagram Six, *A*, page 155.) When you have cut this lower half of the bed, take the cover of your box and turn it so that its rims come upward instead of downward. Remove the rims from each long side, and you will have left the head and footboard of the bed. Glue this piece to the lower half you first cut, and the bed will be finished. Sheets and pillow may be cut from tissue or lace paper.

A chair is made from the lower half of any small box. Beginning at the center of one long rim of the box, cut the rim off half-way around. The part with rim removed will be the back of the chair. The other will be the seat and legs. Legs are cut to right and left of each forward corner. Cardboard is evenly removed from between them. Rear legs are cut in each rim at the side of the box in the same way,

THE LITTLE WHITE COTTAGE

except that these rear legs have but one cut needed. They are not cornered as the front legs are. (For cutting a chair, see Diagram Six, *C*, page 157.)

A table for the cottage is made from a spool by standing the spool on end. Over its top is placed the half of a small round box. (A square box cover may answer quite as well.) The table may be made from an ordinary spool, or two twist spools glued end to end. (For table, see Diagram Six, *DD*, page 158.)

A mantel with fireplace for the cottage may be cut from a small box three inches high. Stand the box on end and cut from its rear, near the base, an opening like that of a fireplace. (For cutting a mantel with fireplace, see Diagram Six, *G*, page 160.) Use the back of the box, as it has no printing upon it. If your box is painted, it will not matter whether or not you make your cutting in the front, as the print will not show when cleverly painted over.

In my cottage there lived a tumble toy lady. Her name was Polly Ann. You can see her in the picture with her china dog. You may use roly-poly tumble toys or penny dolls to play with in the cottage. Figures cut from magazine pictures are fun to use, too. Color them with your paints or crayons.

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Besides tumble toys, Noah's Ark figures, and picture people cut from magazines, villagers for Boxville cottages may be found at any penny store where children trade. These are small dressed dolls, one cent apiece!

In candy shops where party favors are sold, all manner of small figures may be bought. These are odd little men or women—just the very ones to use in playing Boxville plays. At every holiday season, new ones appear! You can always find them.

I built a tiny cottage with two windows and a door,
I called it *Boxville Cottage* and I placed it on the floor:
All 'round about my cottage, a cardboard village grew—
I'll tell you how to make it, so that you can make one too!

THE BOXVILLE STORE

Material Required for Making a Boxville Store: one shoe-box with two shoe-box covers, two long pencils, two spools, waxed paper, and small boxes.

The village store of Boxville is made from a shoe-box. One shoe-box cover makes the porch it rests upon. Another forms the roof of the store.

If you wish to make a village store, also, place a shoe-box upon its side, and then the bottom of the box will become the front of your store.

You will need to have a large shop window in front. Make this first. Two inches from the right-hand end of the box, mark with your pencil a wide oblong space five inches by three. Cut out this window space on all four sides. (For cutting a window space, see Diagram One, *A*, page 146.)

Cut a piece of waxed paper a little larger than the size of your window. Paste this inside the box building over the window space to make glass. Cut strips of pinwheel paper and paste them around the

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window on the outside of the box to make window-casings.

Now you are ready to make a door for your store. Draw a door space on your box with your pencil. Make it two inches from the left-hand end of the box. Make it four inches high and two inches wide. (To cut single door, see Diagram Two, *A*, page 147.) Cut across the top line, down the side line that is next the window, and across the base. When you bend the cardboard you have cut, you will have a door that will open and close. Color the door, if you like. It may be painted brown.

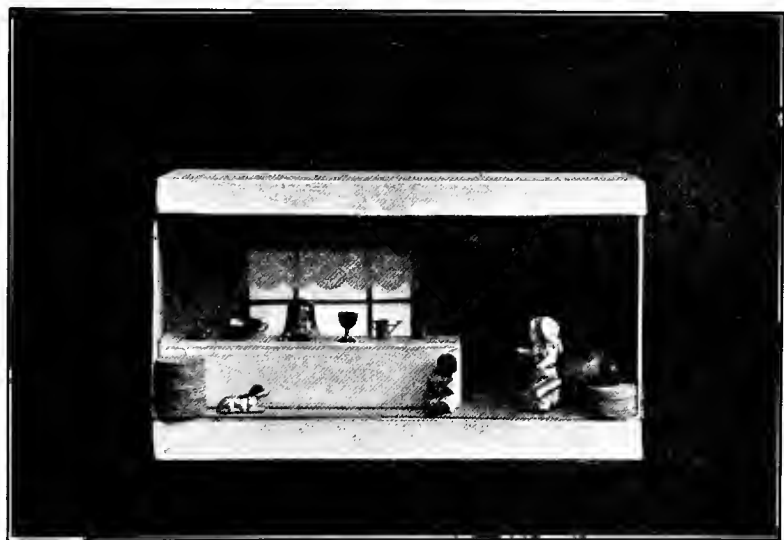
After this, you are ready to place the roof on your store; but first, lay one of the box covers upon its rims on your work-table and put the little store upon it, well back, so there will be a porch in front. Then, take your other shoe-box cover and fit it over the top of the box building so that it projects over the porch in front. Two long pencils, with ends run into the openings of two spools, make pillars to place at either corner of the porch.

The step up to the porch is any small box you may have.

Inside the store, a long hat-pin box makes a



The Village Store made of a shoe-box and two shoe-box covers.



Inside view of the Village Store. The counter is a hatpin box.

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counter. Flowers, leaves, pretty pebbles, shells, and little toys such as you may find among your own play-things may be displayed upon the counter.

A roly-poly tumble toy will make a clerk for the store, or, if you like, you may find both clerk and customers in magazine pictures, and you can mount them on thin cardboard and cut them out. There is no end to the plays you can invent when your store is finished. Polly Ann of shoe-box cottage, Boxville, has just come to the store to buy a loaf of bread. There it is—that pretty brown pebble! Those green leaves are vegetables! The beads in that box are apples! The shells are little cakes!

To Boxville! To Boxville! To have a lot of fun!
I'm going to the general store to buy a penny bun!
The bun is just a pebble on the counter of the store,
And the penny's made of paper, so, perhaps, I'll make some more!

THE DISTRICT SCHOOL OF BOXVILLE

Material Required for Building a Toy School: one shoe-box with its cover, a half-sheet of cardboard, three small boxes about three inches long, the cover of some narrow little box which has an inner drawer, a pencil, a spool, and a box two inches long.

Did you ever before see a toy school-house? I don't believe you have ever seen anything like Boxville School, so I am going to tell you how you may build one like it.

First, you will need a shoe-box to form the house itself. Its cover is the roof. To this, at either end of the box, are glued two side walls which hold the roof in place, slanting. The cover of some tiny narrow box which is made with an inner drawer is the chimney. Inside, the desks are made from the lower parts of three boxes about three inches long. Their three covers make the benches. A teacher's desk may be made from any small box you have. Its cover is

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teacher's chair. A spool forms the stove, and a pencil is the stovepipe.

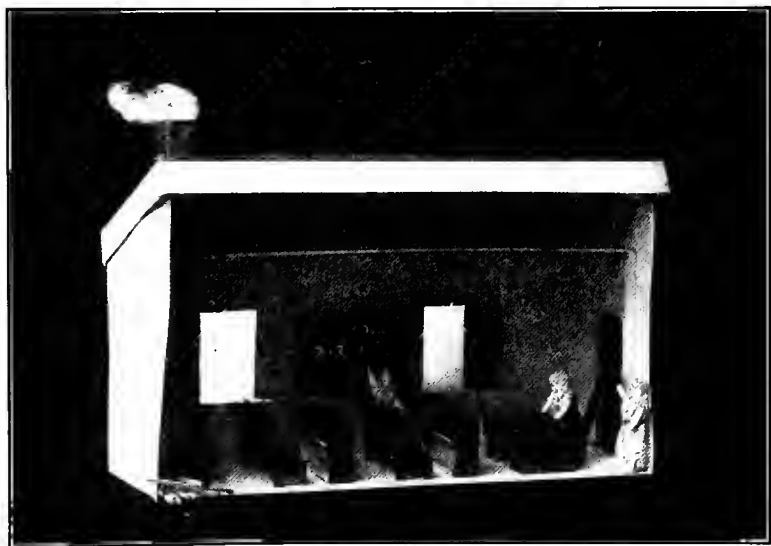
Begin by taking the cover from your shoe-box. Place the box upon the table before you so that it stands upon one long side, with its bottom part facing you, open at the back. The base of your box, which now faces you, will be the part of the school which will need to have windows made in it.

These two windows must have blinds. The window spaces must be located on the face of the box, which fronts you. From these the blinds are cut. Two inches from either end of your box, mark upon the part which faces you two oblongs, each three inches high and two inches wide. Mark a vertical line down the center of each window space. This forms the blinds, which you will need to cut. (For cutting blinds, see Diagram One, *B*, page 146.) Cut the top line, down the center line, and across the base line. Press the two sections of cardboard outward against the sides of the box building, and you will have made the window with blinds. Color these blinds, if you choose. Use crayons or water-color paints.

Next, you will need to make the cardboard side



The District School of Boxville. It is made from a shoe-box.



Inside view of the Boxville School. The desks are all cut from small oblong boxes. The benches are boxes also; and the stove is a spool with a pencil for a stove-pipe.

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walls which support the box-cover roof. Take your sheet of cardboard and measure with pencil outline upon it the shape of one end of your box. Add to this four inches at the top, and cut this piece from the cardboard with its added height.

Make a second piece of cardboard identical with the first. Glue each to one end of the box upright. Cut from each the front upper corner point. (See Diagram Three, *A*, page 148, which shows the shape of the side walls when cut.)

Cut a door in one of these side walls, near its central part, where you see the door in the picture of Boxville School. To make this, first take pencil and ruler and make an oblong four inches high and two inches wide. (To cut door, see Diagram Two, *A*, page 147.) Cut top line, down one side line, and across the base line. Fold the door outward. The cardboard under the door in the side wall may be cut out the shape of the door space. If you do this, your door will bend open more easily.

If you happen to have a round-headed paper-fastener, press its pointed prongs through the little door where a door-knob should go. The round head of the paper-fastener will form a door-knob. Its prongs,

THE DISTRICT SCHOOL OF BOXVILLE

bent to one side, form the latch. It will catch the door securely when the "door-knob" is turned.

Now that the lower part of the school building is finished, you may begin upon the roof. This is the box cover. Place it upon the points of the side walls so that it fits down upon them. You will readily see how this is. (For placing a roof on a shoe-box building, see Diagram Three, *AA*, page 148.)

When the roof is placed, you will be able to judge where the chimney-hole should be cut in the box-cover roof. It should go near the top at the end of the box that is opposite the door. The cover of some narrow box which has a sliding inner drawer will make the chimney. It will be just the right shape, square and hollow.

Mark off upon the sides of this box the bricks of the chimney. Color them red, if you like. If you use a ruler, the work is easily and quickly done. You do not need to mark the bricks unless you like. Your box may be painted merely.

To place it on the roof, you will need to cut out of the school-house roof a piece of cardboard the size of the end of your box. Decide where the chimney should go. Mark the end of it with pencil upon the

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roof at this point. Cut the cardboard out. (For cutting hole for chimney in a box-cover roof, see Diagram Three, *AA*, page 148.) Press the end of the chimney down through this hole. Press the chimney backward to make it stand straight, and glue it. Some tiny bit of cotton stuffed into the upper hole of the chimney box will form smoke.

Of course, you will be anxious to furnish your school-house inside. You may make it like a real district school such as you see in the country. It will have desks, benches, a stove, and a blackboard—to say nothing of a teacher's desk and chair!

The lower halves of the three small boxes form desks. It is really a simple matter to make these. They are the kind that have a shelf beneath the top. They are open.

Take the lower half of one of these boxes. Place it upon one of its long rims. The upper rim will be the top of the desk. The ends of the box will need to be cut the shape of the sides of a desk. (For cutting a desk out of a small oblong cardboard box, see Diagram Six, *E*, page 159.)

Fit a bit of box rim beneath the top of the desk where the shelf should go, and glue its end to the box

THE DISTRICT SCHOOL OF BOXVILLE

desk. The desk may be painted black, if you choose. Make the two other desks like this one.

The benches are next cut from the box covers. To make a bench, make a cut with scissors in each box rim at the center of each end of the box. Cut each as far as the upper part of the cover. Half the box will be the back of the bench. Half will be the seat and legs.

First, cut the legs. Then bend the other half of the box upward, cut off the side piece at either end of the box, bend the long rim upward. This will make a bench with high back. (For cutting the legs of bench and its high back, see Diagram Six, *B*, page 156.) In following diagrams, always cut where you see the heavy black line. Bend where you see a dotted line. The bench may be painted to match the desks. Make other benches like the first one.

The teacher's desk is made from the lower half of another box—one about two inches long. It is made like a table, except that no legs are cut in its end rims. (For cutting a bench form for the teacher's desk, see Diagram Six, *A*, page 155.) The desk may be painted, if you like.

The chair for this desk is cut from the cover of

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the same box that made the desk. Cut the cover's rim half off the box, beginning at the center on one long side. The part of the cover left without rim will be the back of the chair. Cut legs at the corners of the other half of the cover and at each side on the rim. Remove the surplus cardboard from between them. (To cut chair, see Diagram Six, *C*, page 157.) Color the chair to match desks and benches.

Your school is *almost* done. The stove will need to be put up—I'm quite sure that you never heard of a district school-house *without* a stove! It is as much a part of a district school as the dipper and the water-pail used to be. The stove of this toy school is just a spool painted black. Place it under the chimney, with the point of a long pencil run into its upper hole to represent a stovepipe. There! That is easy to do, I am sure!

The blackboard is a piece of black pinwheel paper cut oblong and pasted between the windows. If you have some old time-table in your home, perhaps you will find in it a small map that may be cut out and pasted to the walls of the school.

You can make text-books by folding pieces of paper together. These can be placed inside the desks.

THE DISTRICT SCHOOL OF BOXVILLE

Penny dolls make excellent scholars. A tumble toy figure may make a schoolmistress or a schoolmaster.

In the picture of Boxville School, you can see three penny dolls and my tumble toy schoolmistress. The dolls are at recess. Violet is trying to do a sum at the board. Pansy is pretending to be "teacher." Lily has just finished her luncheon.

When does your school open? Now! The scholars will have to hurry or they'll be late!

I made a little Boxville School, and now in it each day
I'm educating penny dolls, and it is splendid play!
I teach them all my lessons every day when I am through—
They have finished with my reader, and can divide by two.

THE LITTLE CHURCH OF BOXVILLE

Material Required for Making a Boxville Church: one shoe-box with its cover, one narrow box about six or seven inches long, one oblong box cover three or four inches long, three small box covers of about the same size (three inches), a twelve-inch square of cardboard, and some colored tissue-paper, with a spool.

Ding! Ding! Can you hear the bell in the steeple of the Boxville Church ringing? It does not ring very loud, because it is such a small bell, but it *does* ring beautifully! You can try it yourself. Suppose that you make a little church like this for your village!

Take a shoe-box. Remove its cover. Lay the shoe-box upon one long side rim. The bottom of the box will become the side of the church. It will need to have three long windows cut in it.

Draw these window spaces long and narrow, about

THE LITTLE CHURCH OF BOXVILLE

one inch wide and three inches high. Cut the two end windows equally distant from the ends of the box, and draw the outline of the center window midway between these two. Cut the cardboard at the top of the window spaces to a point. (For cutting windows, see Diagram One, *A*, page 146.)

If you have some colored tissue-paper, you may cut three pieces the same shape as the window spaces you have cut out. Let them be a little wider and longer, however. Paste each inside the box right over the open window spaces. This will make stained-glass windows. You can paint the window-casings with black ink, or paint on the outside of the box around the windows.

If you prefer, you can make the window-casings by pasting narrow strips of pinwheel paper around the windows, instead of using the paint.

The Boxville Church, as you can see, has a sloping roof. This roof is the cover of the shoe-box supported on two side walls, which are made of cardboard and glued to each end of the box. You will need to cut these side walls. (See Diagram Three, *A*, page 148.)

Measure the exact width and height of your box on the twelve-inch square of cardboard. Measure

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one end only, and place the end of the box so that it comes at the edge of your cardboard. At the top, add four inches to the height, and cut out this oblong piece you have drawn. Make another like it. Next, cut off the two front upper corners diagonally down to the mark you first made, showing the height of your box building at the front of your box.

Cut a church door in one of these sides. Make it rather high—about the height of the church windows. Let the base of the door come at the lower edge of the side wall. Cut up through the cardboard vertically for about three inches. Then cut the arch of the door and bend as if it were on a hinge. (See Diagram Two, *A*, page 147, for cutting door.)

Paste each side wall in place on the box building so that the points of each come at the rear of the box. When the side walls are firmly dry, cut out the cardboard that is under the door space of the side wall. The roof is not quite ready to go on yet, however. You will first need to arrange for the steeple or bell tower.

Take the cover of your shoe-box and also the oblong box you intend to use for a steeple. This may be either a long candy box, such as chocolate peppermints are often sold in in drug stores, or it may be a box

THE LITTLE CHURCH OF BOXVILLE

such as jewelers use for hat-pins. The tower of the church should come over the door. Near the top corner of the shoe-box cover which is to be the roof of the church, mark off the shape of one end of the oblong box which is to be the tower. Cut out this square from the shoe-box roof, and cut out about a quarter of an inch more at the bottom, otherwise your steeple will not stand exactly straight.

Now, slip the roof over the points of the side walls. See! that is it! And, next, slip the tower in place down through the opening which comes in the roof over the door. (See Diagram Three, *AA*, page 148.)

If your tower is to have a bell, you can buy a bell at almost any toy store. It will probably cost you a penny: You will need to cut openings in the upper part of the bell-tower box. Cut one on each side, as you see it in the picture of my Boxville Church. The belfry windows will be cut like ordinary square windows, except for a point at the top. (For cutting plain windows, see Diagram One, *A*, page 146.)

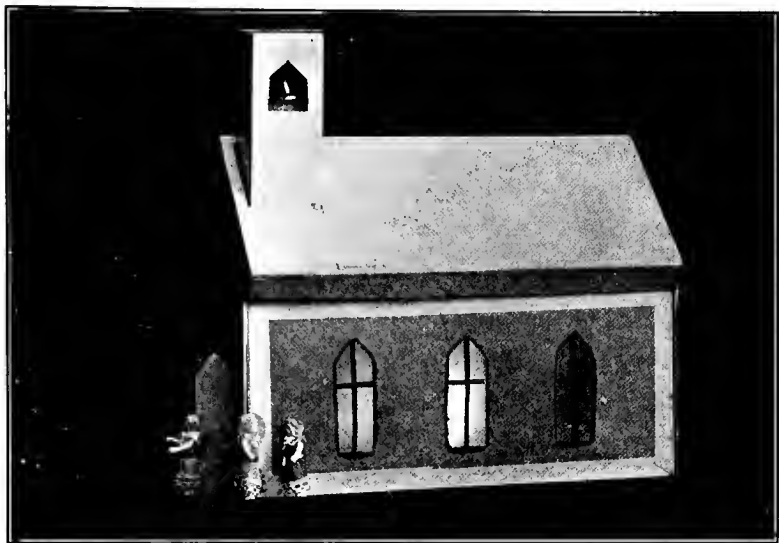
The bell is next tied like a locket to a double cord or bit of string. One end of this string is used to fasten the bell to the top of the tower. It is sewed, with the help of a large darning-needle, to the card-

THE COMPLETE PLAYCRAFT BOOK

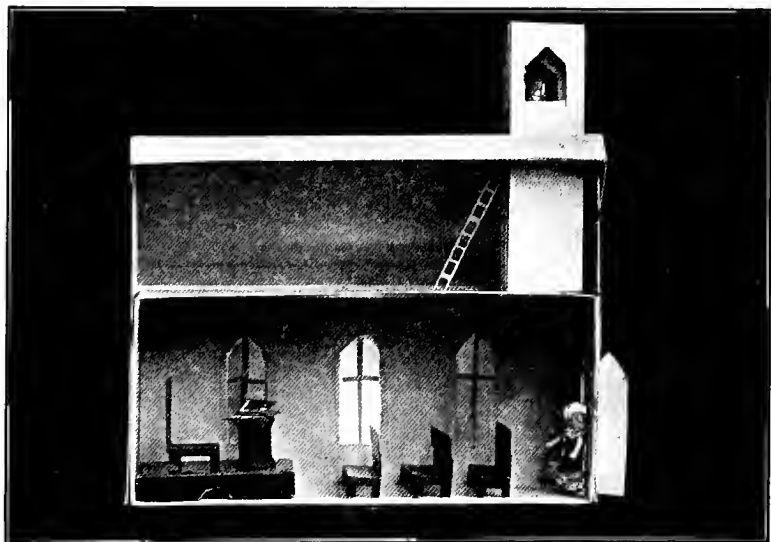
board top of the belfry. The other end of the cord will be the bell-rope, and this goes down through the cardboard at the base of your tower box and through the cardboard at the top of the shoe-box building. It can be threaded to the darning-needle and pressed through the holes made by the needle till its end hangs down into the church vestibule, as you see it in the picture. When you let the sexton pull this bell-rope, ding, ding goes the bell, and the noise that it makes is just the right size for a Boxville Church!

Now you are ready to furnish the inside of your church. Begin with the platform for the pulpit. This is the box cover you have—the one about three or four inches long. Place it where the platform should go, opposite the door. The spool will be the pulpit. Paste a little round cardboard disk over the opening at one end of the spool, and this will be the top of the pulpit. Paint the spool black.

Use a long, narrow box cover for the pulpit chair. (See Diagram Six, *C*, page 157.) Cut the rim from box cover, beginning near the center on one long side. Cut till you have reached the point opposite. The part of the cover from which the rim has been removed will be the back of the chair. Bend it forward.



Boxville Church is made from a shoe-box. Its bell-tower is an oblong box. It has stained glass windows of red tissue-paper.



Boxville Church has a pulpit, reading desk, and pews that are made in boxcraft style from boxes and a spool.

THE COMPLETE PLAYCRAFT BOOK

The other half of the cover will be the seat of the chair. Legs are cut in the front rim and in the side rims that remain. To make front legs, keep the corners of the box, and cut up to the part which is the seat, the upper part of the cover. Remove the cardboard from between these two cuttings. Then, make the back legs of the chair in the box rims at side. Place the little chair back of the pulpit, and color it, if you wish, to match.

At least three pews will be needed for the church. They are to be made from the three small box covers. (See Diagram Six, *B*, page 156, for making high-backed benches.)

With a pencil or pin-point, mark the center of each short rim on these box covers. Then, taking one cover, cut through the rim at the two points till you have reached the top of the cover. Half of the division made will be for the back of the bench and half for the seat and the legs. Cut the legs in one half as you cut the legs for the pulpit chair. Remove from the other half of the cover the remaining end rim. Bend the rim that is left at the top upward, to make the high back of the bench, and color the bench to match the pulpit and chair.

THE LITTLE CHURCH OF BOXVILLE

Place the benches one behind the other inside the church. Let the sexton ring the bell for Sunday-school to begin. What was the lesson you had last Sunday? Do you remember about it? Perhaps you might not so easily forget *next* Sunday's lesson, if you taught it yourself to a class of penny dolls in a Boxville Church like this. Anyway, you can *try!*

Boxville dolls on Sunday go
To this Boxville Church, just so!
Two by two, as couples should,
Boxville dolls are *always* good!

Little Boxville, as you see,
Is as good as it can be:
Little girls and little boys,
Learn this text from Boxville toys!



Bandbox Hotel is made of a square hat-box.



Bandbox Hotel has an opening at the back so that one may play inside easily. Partitions of rooms are made with shoe-boxes from which end rims have been removed.

HOTEL BANDBOX AND HOW TO FURNISH IT

Material Required to Make a Hotel Bandbox: one large bandbox with its cover, the cover of another square bandbox that is larger. These make the building and its roof. A shallow box cover will make the roof over the front door. Two long pencils are pillars. The hotel is furnished with furniture cut from small boxes. Spools, lace-paper, pinwheel paper, bits of wall-paper, and the glacine paper covers from books may all be used.

Did you ever before hear of a dolls' hotel? If you look at the picture of Hotel Bandbox, you will see one that may be made from a square hat-box. Its porch is a large hat-box cover. The building is a hat-box, smaller than this cover. The roof of the hotel is the cover of the hat-box itself.

Windows and front door are cut in the rims of the bandbox.

THE COMPLETE PLAYCRAFT BOOK

In starting to make a hotel, begin by marking off windows. Each window must be two inches wide and three inches high. It will help you to place windows evenly if you mark a horizontal line around three sides of your bandbox about three inches from the top of the box. Use a ruler, and make all marks as light as possible. They are only intended to guide you, and must be rubbed out after you have cut out the window spaces.

Below the line you have drawn, make another, three inches farther down the sides of the box. This line forms the base of windows.

Next, make the windows that come nearest each corner of the box. Measure two inches from each corner. This gives the right spacing from the corner. Measure two inches more on your horizontal line at the top of the building, and this will give the width of a window. Make the end windows first. Then make the ones that come between. Space evenly, so that windows may come at regular intervals. Cut out each window on all four sides. (For cutting a window, see Diagram One, *A*, page 146.) Arrange your lower story windows as you have the upper ones.

At the center upon the front of your building out-

HOTEL BANDBOX

line a large double door four inches square. It should come at the very base of bandbox. (To cut double door, see Diagram Two, *B*, page 147.) Cut its top line. Cut its base line. Cut the cardboard between these two lines in half vertically to make the door.

When windows and door are made, then you may paste some three-inch squares of glaciné paper back of each window inside the box. The window-glass is made this way. If you like, you may leave some windows open.

The building is ready, now, to stand upon the larger bandbox cover. As you see, this makes a porch.

Place the smaller bandbox cover over the upper part of your hat-box to make a flat roof.

Over the front door you may make a flat roof. (See Diagram Three, *G*, page 152.) Use for it a narrow box cover. Glue one long rim of this cover to the cardboard over your doorway. Press a pencil point downward through each forward corner of the cover to make a pillar. The pencil points may be secured in the holes of two spools and thus keep the roof upright. If you wish, you may glue the spools where they should go.

Cut a narrow strip of cardboard and write the

THE COMPLETE PLAYCRAFT BOOK

name of your hotel upon it. Glue this over the doorway.

Flower-stands for the hotel veranda are simple things to make. One spool will be needed for each flower-stand. Press the stems of some artificial flowers into the hole of the spool. If you have gilt paint, you can gild the stands. I painted mine with black water-color paint.

Penny dolls make guests for the hotel. They come already dressed, but you can take one or two of yours and dress them like men dolls. I inked mine. You can see them in the picture.

How are you going to play *inside* the hotel? If you look at the second picture of the hotel, you will see that it is the back of the box, and that each corner at the back of the box has been cut. When this is done, the back lets down. You can cut your hotel building this way. As you see, it may be closed up again, when you are not playing inside.

Partitions for downstairs rooms are made with two shoe-boxes—just their lower half is used. Cut the ends off each box. Place each lengthwise inside the hotel so that there is a space between them. This space forms the hotel hallway.

HOTEL BANDBOX

Cut a piece of cardboard to fit into your box and put it over the top of these two shoe-boxes. It forms the floor for the second-story rooms. Another shoe-box—or two, if you prefer—makes partitions for second-story rooms.

Doors may be cut in these partitions. (For cutting a single door space, see Diagram Two, *A*, page 147.)

Samples of wall-paper make good carpet for the hotel. You may cut it into squares to make rugs.

Window curtains may be made from tissue-paper or lace-paper.

The furniture, itself, is cut from very small boxes. Tables are made with spools.

The lower half of a small oblong box may be cut to form a chair by removing its rim, half-way around—beginning to cut the rim at the center of one long side of the box. The part from which the rim is removed is the back of the chair. Press its cardboard upward. The part that has the rim left upon it is the seat of the chair, and legs are cut at its two front corners and in each side at the rear. (See Diagram Six, *C*, page 157, for making a chair.)

Place a pill-box over an upright spool to make a table. Round pill-boxes make round tables. Square

THE COMPLETE PLAYCRAFT BOOK

boxes make square tables. (See Diagram Six, *DD*, page 158.)

An oblong pill-box rested on its side will form a doll's bureau. Mark off the drawers upon its front, and glue a strip of cardboard, upright, at its rear. Paint a mirror frame on the strip of cardboard.

Beds for the hotel chambers may be made of small oblong boxes and their covers. To make the upper part of the bed, cut off the long rims on each side of the cover. This leaves headboard and footboard to be glued to the lower half of the box when this has been turned over to rest upon its rims. At each corner of the lower half of the box, cut a leg for the bed to stand upon. Remove the cardboard from between each. (To cut bed, see Diagram Six, *AA*, page 155.)

Little dolls touring through Hatbox County stop at the hotel overnight. Drummer dolls, on their business trips to Boxville General Store, find comfortable accommodations at Bandbox Hotel too. As soon as the toy train stops at Boxville Station, you may see them making a bee-line for the hotel.

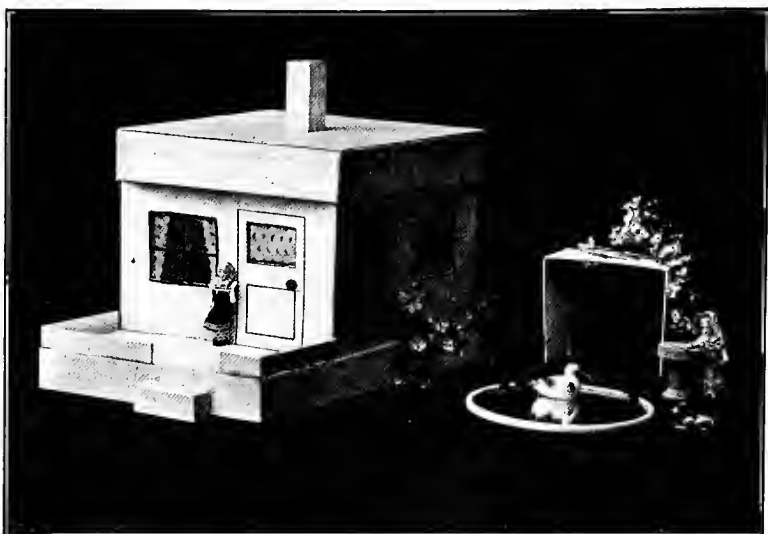
There are splendid accommodations at Hotel Bandbox. The meals are always good. You only need to pretend what the dolls want and then give it

HOTEL BANDBOX

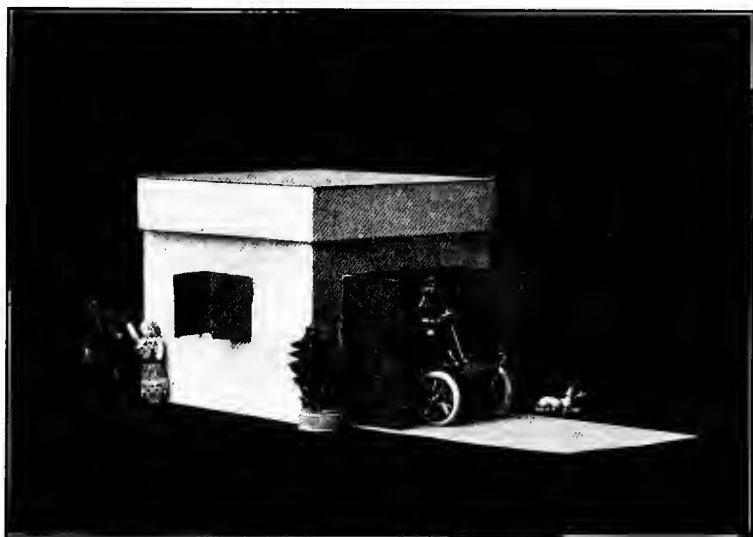
to them. Some want their steak well done and are *very* particular about it, but the waiter *always* does right and everybody is *always* satisfied. After dinner the guests take a walk over to Mirror Lake and watch the man who is fishing on the bridge there. Or else, perhaps, they sit on the hotel piazza and watch the people come to the village square to get water at the town pump.

Hurry, hurry with the scissors!
Bring the glue-pot or some paste:
We must make a Hotel Bandbox,
The proprietor's in haste!

Touring through the Boxland Country,
Penny dolls may wish to stay
In this splendid Hotel Bandbox
That we're building here to-day!



A Boxville Residence which is made from a deep letter-paper box and its cover.



The Garage is made from a deep square letter-paper box. The cover of the box is its roof.

A BOXVILLE RESIDENCE

Material Required for Making a Boxville Residence: a deep, square letter-paper box with its cover, the cover of a flat letter-paper box about ten inches long, the cover of a drawer-like pill-box, some glacine or waxed paper, some artificial flowers, lace-paper cut from candy boxes, and some box rims.

See what a darling little house I have made for a Boxville Residence! The husband of Mrs. Doll, who owns the house, goes in his motor car to Boxville Station every morning. He commutes to Boxtown. You can see Mrs. Doll and her sister in the picture. Mr. Doll has gone to Boxtown, but in the picture of the garage that goes with the Boxville Residence you will see Mr. Doll's motor and the chauffeur. Don't you think it would be fun to make a Boxville Residence like mine? I will tell you how to do it.

First, of course, you will have to hunt for a deep, square letter-paper box, and the other materials that are needed to use in building. When you have found

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your box, turn it over so that it stands upside-down. Take off the cover. That will be the roof, but you are not ready yet to put the roof on to the building.

Upon two opposite sides of the box, mark off two window spaces. (For windows, see Diagram One, *A*, page 146.) Each window space measured off, with help of ruler and pencil, must be an inch and a half square. Have the bases of the windows, as well as their tops, made a uniform distance from the base of the box building. Each window should be an equal distance from the corner of the box nearest it.

When the two sides of the box are marked out with window spaces, you can begin upon the front of the house. Draw a door space about four inches high and two inches broad, and let it come an inch from the right-hand side of the box building that faces you. (For front door, see Diagram Two, *C*, page 147.) Let the base of your door space come on the very outer rim of the front of the box. When you have outlined the door, draw a square in its upper part to indicate where the plate-glass window is to be in the door. Cut the top line of your door and down its right side. Then cut out the square you made for the window in it. There, the door will

A BOXVILLE RESIDENCE

open and close, you see, when you bend it on the side where the hinge should be! Waxed paper pasted in a square under the window opening will make the glass window. Lace-paper makes curtains. A round-headed paper-fastener with its prongs pushed through the cardboard door and bent to one side will make a door-knob with a latch. By turning the knob you can open or fasten the front door tight.

After the door is finished, draw a window space half-way between the door and the corner of the building on the front of the house. Now, you can begin to cut out all the windows. Cut each one evenly, and paste a square of waxed paper or glaccine paper back of each, inside the box, to make window-glass. You can outline the window-frames on the outside, using black ink or paint.

Doesn't the box begin to look like a real house? Yes! But it has no roof yet! Where is the cover of your box? Slip it down over the building. There you are! The cover of a small drawer-like pill-box will make a fine chimney. Glue it on end to the top of the roof at the center.

Where is the flat letter-box cover? That is to be the porch. Place it on the floor or table, and then

THE COMPLETE PLAYCRAFT BOOK

brush the rims of the box that is your Boxville Residence with paste or glue so that it will stand well back upon this veranda. Be careful not to have any paste under the door. See, there is the front porch. The veranda railing is just a box rim cut from a box and pasted to the edge of the veranda on the cover of the letter-paper box.

If you wish to have a step up to the front porch, a small box or its cover will make this.

My Boxville Residence has a garden. Mrs. Doll is very fond of gardens, and so is Mr. Doll also. I made the garden from a wreath of flowers that was on an old summer hat. I made an arbor. It was easy to make that. The arbor is cut from a candy box. It is just half the rim. I stood it up on its ends and trimmed it with the flowers. Of course, if you play out-of-doors with your Boxville Residence, you can have real flowers to play with. You can lay out walks with pebbles and gravel when you do not play in the house. I made a fountain or a pool for the garden from a hand-glass. At almost any penny store you can buy a little round mirror that will make a garden pool. You can make a sun-dial also. It is a spool with a pill-box placed over one end of it. You will

A BOXVILLE RESIDENCE

have to mark off the face of the sun-dial with pencil.

Don't you think that this makes a comfortable home for a Boxville resident? I do. I almost wish I were a little doll, so that I might open the front door and begin furnishing the inside of the house with box furniture and spools.

'Mid pleasures and palaces where'er you may roam,
There is no place like Boxville for a little doll's home!
A charm from the fairies seems magic play there,
Which, seek through the world, is ne'er met elsewhere.

THE BOXVILLE GARAGE OR STABLE

Material Required to Make a Boxville Garage or Stable: one deep letter-paper box with its cover.

Here is a toy garage. It belongs to the residence of Mr. Doll of Boxville. Would you like to make a garage like it?

The box you will need to use for making a garage must be deep and square. Place it upon the table standing upon its rims. Then, the bottom of the box will become the top of your building, and you may place the cover over this and glue it to make a flat roof.

Upon the front of your box, draw a large square four inches in size. Let the base of this square come upon the outer rim of the box. The square is to be the large double door of the garage. (To cut the door, see Diagram Two, *B*, page 147.) Cut the top line. Cut the base line. From top to base line cut

THE BOXVILLE GARAGE OR STABLE

another line dividing the doorway into halves to form the doors.

The doors will fold outward when you have finished cutting them. Paint them green, if you wish.

On each side of your box, you may draw a window with blinds. The window should be two inches square, and should be placed in the center of each side. Draw a line vertically from top to base of the window space to make the divisions for the blinds. This line should divide the window space evenly into halves. (To cut window with blinds, see Diagram One, *B*, page 146.) Cut across the top of each window you have marked out. Cut down its center line, and cut its base line. Press the cardboard outward against the sides of the little building to make blinds. Color the blinds to match the door.

There! The garage is finished. Wind up your toy automobile, and let us see how nicely it runs right through the doorway!

Here is Boxville Garage—just the very toy
For an automobile owned by a small boy!
Takes a half a second just to cut a door
And two little windows. There is nothing more!
Anyone can make it, for the garage here
Is a box of cardboard. Isn't it just *dear!*



Camp Box on Mirror Lake. Its tents are made from the halves of shallow boxes. Trees are made of clothespins.



The Boxville Gipsy Cart is made from a correspondencē-card box.

CAMP BOX ON MIRROR LAKE

Material Required to Make Camp Box: a yard or two of green crape paper for grass and foliage of trees, two or three clothes-pins to make tree-trunks, a sheet of silver paper or a cheap ten-cent mirror to form a "lake," the halves of shallow letter-paper boxes to make tents, and any pebbles, moss, or shells you have among your treasures.

It is great fun to make a Mirror Lake Camp—almost as much fun as being in a real camp! Mirror Lake Camp may be made on the play-room floor.

First, if you have some green crape paper, lay it flat on the floor. This is the grass.

Next, if you have some silver paper, cut out a circle of it, and paste it to the crape paper to form a lake. Instead of the silver paper, you may substitute a cheap mirror. Place this under the crape paper and cut out a circle above it.

You will need a grove of trees near the shore of

THE COMPLETE PLAYCRAFT BOOK

your lake. These trees are made by standing some clothes-pins on end with forks in the air. Cut some green paper and press it in between the forks. It makes the foliage of trees.

The tents are made from the half of a shallow white box like a letter-paper box. To make a tent, cut through each long side rim of your box as far as the top or bottom of the cover, as the case may be. Bend the box downward to each side of this cutting, making a tent roof, slanting to each side downward. (For cutting a tent, see Diagram Three, *E*, page 151.)

You may have as many tents in your camp as you like. Perhaps your tin soldiers might like an encampment on the shores of Mirror Lake. Small oblong box covers will make smaller tents for these. When it is summer, maybe it would be nice, on some warm, sunny day, to take the tents outdoors under the trees on the lawn and make a really true camp on the really true grass, with real growing things for trees in a woods. Perhaps so!

Cut bits of twigs and use these for trees. Pebbles will help to make a rocky shore for a *real* water lake that is a shallow pie-plate filled with water. Its sides should be covered with moss or short grass. Of

CAMP BOX ON MIRROR LAKE

course, after playing out-of-doors with the camp buildings, you will have to pick them up, when play-time is over, for the cardboard tents will be spoiled if you let them stay out over night. I know it because I tried it! I had a really darling little doll and I let her stay out in a tent after my play was finished. It rained in the night and she was all spoiled—and I had to make a new tent, too. I think you'll like to know about this so you won't try it. It really is better to pick up after play, I think!

I made a grove of clothes-pin trees,
And had a splendid time with these!
My china rabbits ran in play
Beneath the trees the whole long day!

I made some little camp tents, too—
It was a jolly thing to do!
Some penny dolls a picnic laid
Beneath the green crape-paper shade.

THE GIPSY CART OF BOXVILLE HIGHWAY

Material Required to Make a Toy Gipsy Cart: a deep oblong box such as correspondence cards are packed in, also five square inches of cardboard, four round-headed paper-fasteners, and two small boxes.

Do you think it would be fun to make a gipsy wagon like the one in the picture? It is a very simple thing to make.

First, find a box such as correspondence cards come in from the stationery store. Take its high cover off, and cut from the lower part of the box almost all of the deep inner rim, leaving only about a half-inch of it all around. Put the cover back over this, and glue the two parts of the box together. The box is to be the gipsy wagon now. A door will need to be cut at one end of the box, and windows will need to be made on the sides of the box rim.

Turn the box over so that its base becomes the top

GIPSY CART OF BOXVILLE HIGHWAY

of your wagon. Make the outline of a door with pencil on one end of the box. To make it, mark off an upright oblong space an inch wide and two inches and a half high. Have its base come at the very edge of box rim. (To cut door, see Diagram Two, *A*, page 147.) Cut one side line from the base of the box up to the top line, and cut along the top line of the upright figure you have drawn. Bend the cardboard outward to make a little door. See, it will open or close as you bend it.

Next, make the windows on the sides of the cart. You may make these with or without shutters. If you make them without shutters, you will only need to cut two one-inch squares in each side of your box. Each should be evenly distant from a corner. (To cut plain windows, see Diagram One, *A*, page 146.)

If, however, you wish to have shutters on the windows of your wagon, cut these squares at top and base. Then cut a line through each center, vertically, from top to base. This gives you the shutters. Press them back against the outside of the cart. (For making blinds, see Diagram One, *B*, page 146.)

Window-shutters and door may be painted. Dry them while you make wheels for the cart. Color

THE COMPLETE PLAYCRAFT BOOK

them with water-color paints. Make them green or red.

The wheels are circles cut from stiff cardboard. Find your compass to help draw them round. If you have no compass, use the outline of a small round saucer about two inches and a half in diameter to guide you in drawing the four wheels in outline. Draw a hub and spokes on each, if you like.

When you have drawn them, cut each out, and press through the axle of each one a round-headed paper-fastener. Bend its prongs to either side after you have pressed the wheel into place on the cart. The wheels may be glued, if you have no paper-fasteners to use for making axles.

Your cart will need a seat for the driver. This is made from the lower half of a small, narrow box about two inches in length. Cut off the short end rims, and glue one long rim to your wagon in front, so that it makes the dashboard and floor of the front of the cart under the seat. Paste a small pill-box on this to make the seat itself.

At the rear of your cart, you may make some steps by folding a strip of box rim twice and fastening it under the door with mucilage.

GIPSY CART OF BOXVILLE HIGHWAY

Shafts for the cart are two narrow strips of cardboard pasted to the forward part of the wagon.

There! The gipsy cart is finished. Penny dolls or tumble toys will be the gipsies.

Here come the gipsies a-jogging up the road!
They're going up to Boxville. The horse has quite a load!
Good fortune's coming to you, and it isn't far away:
We're going with the penny dolls a-gipsying in play!

BOXVILLE BARN AND FARMYARD

Material Required to Make a Barn and Farmyard: the lower half of a large shoe-box and two shoe-box covers that fit it, a ten-inch square of cardboard, and the rims cut from a shallow box.

Farms are such very interesting places that I am sure you will enjoy knowing how to make one with a big barn and a farmyard where your toy animals may be kept.

You may easily make a barn like the one in the picture. You will need to have a shoe-box to make the building. Two shoe-box covers make its gabled roof. Some cardboard is needed from which to cut supports for the roof.

Begin by turning your box over upon its rim so that its top becomes the base of the barn.

In one end of the barn, cut a double door. To make this, first mark a three-inch square upon an end of your box. Draw a line down its center, vertically.

BOXVILLE BARN AND FARMYARD

(For double door, see Diagram Two, *B*, page 147.) Cut the top line and down the center line. The base of your door should be at the edge of the box rim. The two sections cut in the cardboard make the doors. Press each outward.

Next, you will need to make the two triangular supports for the box-cover roof. These supports must be cut from cardboard, and each must be the width of an end of your box, and be made as high as your box is wide. (For cutting these supports for a gabled roof, see Diagram Three, *BB*, page 149.) Glue one to each end of your box, at the upper part.

The roof is made from your two box covers lapped one rim under the other, lengthwise, to form a gabled roof shape. The upper part is glued rim under rim. (See Diagram Three, *B*.) Let the roof dry, and then slip it over the triangular supports pasted at each end of the box building to hold the roof in place.

Cut a little weather-vane from a strip of cardboard, if you like, and paste it to the front of the barn roof.

The farmyard is made from box rims cut from any shallow cardboard box you have. The box rims stand if you cut them with corners. They make a good enclosure.

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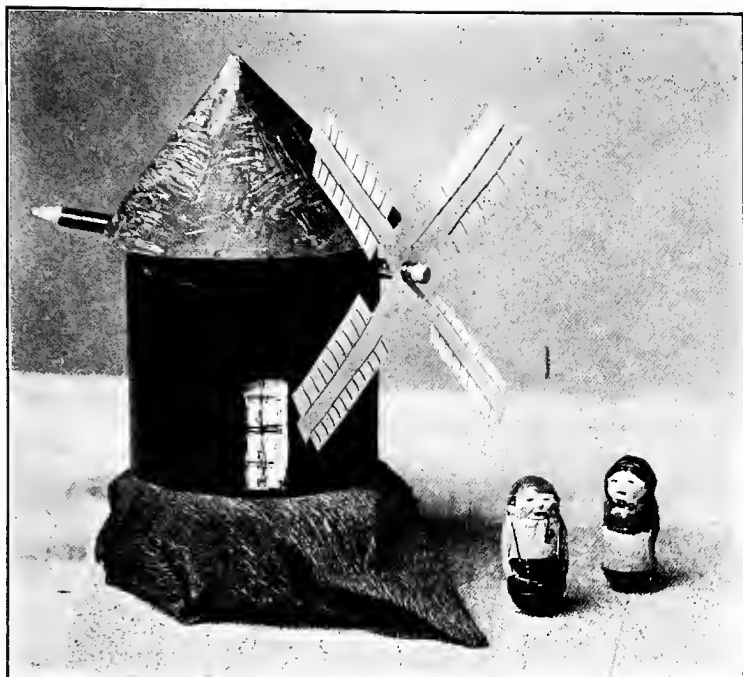
A small box, placed on end, will make a shed.
The cover of a small box will make a drinking-trough. Little boxes make chicken-coops.

Mrs. Tumble Toy lives on my farm. You see her in the picture. Her husband's name is Bill. He is chasing the pig. You can see him, too.

Have you some toys that would like to live on your farm?

Cock-a-doodle-doo!
Just run and fetch some glue,
Some scissors, and a shoe-box:
We'll make a farm for you!

Cock-a-doodle-doo!
When all the work is through,
We'll have a little farmyard
With a fence around it, too!



The Windmill is made from a round box. Its roof and sails are cardboard.



The Boxville Barn and Farmyard. The roof of the barn is made of two shoe-box covers. The fence for the Barnyard is made of a box rim.

BOX BROTHERS' ANIMAL SHOW

Material Required to Make an Animal Show: small boxes of all shapes and sizes, spools, and candy-box favors, a round bandbox cover to make a circus ring.

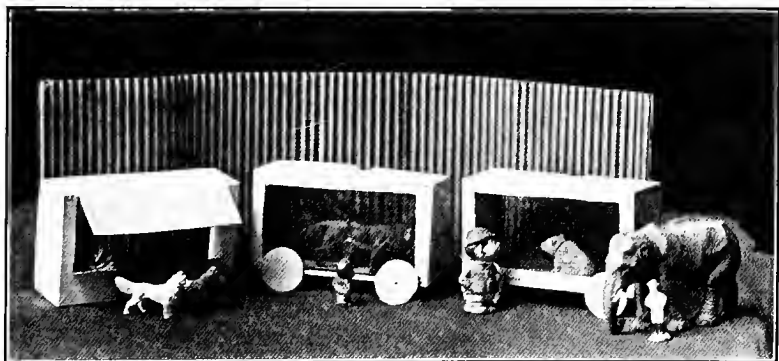
The cover of a round bandbox will make a splendid circus ring. Any small boxes and spools you may have can be the benches for your trained animals to perform upon. A really good circus may be made with Noah's Ark animals, or with the candy-box favors that come to one at Christmas and other holiday times.

Shall I tell you how I made my circus? You can make one like it.

First of all, I collected animals. At a small candy shop, I found a polar bear, a rhinoceros, a fox, and a pig. Each came with a loose head, because the animals were supposed to be filled with candy, but I glued the heads on tight. I bought these animals because they were so cheap.



This is Box Brothers' Circus. It is made from the lower part of a round white bandbox.



A view taken inside the Circus Grounds. The walls are corrugated cardboard. The cages are boxes with covers; and the booth is the lower half of a candy box.

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They could stand upon spools to make acts for the circus ring. I painted each spool red, and pasted over its hole a disk of colored cardboard.

From round box covers I made pyramids, and from square ones I cut benches. (To cut bench for animal show, see Diagram Six, *A*, page 155.) Cut a leg at each corner of the box-cover's rim. Remove the cardboard from between cuttings.

Swartzenheimer and Mulligan were my animal trainers. Each came to me as a dinner favor. They were both little figures of toy men that stood upon a cake of sweet chocolate. You can easily see what a splendid clown Mulligan made.

The animals performed all kinds of tricks. They could stand upon each other's backs. I had two or three tumble toys, besides. They performed splendidly.

I am sure you will have a good time making a circus. It is ever and ever so much fun, I think. You can use any animals that you happen to have among your playthings.

At some toy shops, you will find celluloid animals. At Japanese shops, you will find cotton animals. In your own Noah's Ark there will be wooden ani-

BOX BROTHERS' ANIMAL SHOW

mals and your Boxville people—tumble toys, jointed dolls, Halloween figures, and favors will form the trainers and performers for the "Show."

Wild animals and domestic animals may be bought at candy stores as favors. They also come in boxes at the shops where toys are found. These animals should be small—never over four or five inches in length.

My animals are very good:
They do their tricks just as they should!
When I have trained them all, you'll see
What a fine show this one will be!
I'm making benches for it now,
And, if you like, I'll tell you how.

CIRCUS TENT AND CIRCUS GROUNDS

Material Required to Make a Circus Tent: a round bandbox and a sheet of cardboard.

Material Required to Make Circus Cages: three or four hardware boxes from three to five inches long. A booth may be made from half of a flat letter-paper box. Some cotton mosquito-netting will be the cage bars.

A circus tent is a very easy thing to make. It needs nothing but a sheet of cardboard and the lower half of a round bandbox to make it. The lower half of the bandbox must be turned over to stand upon its rims. This forms the sides of the circus tent. The roof is cut from a large circle of cardboard.

First, arrange the box to make sides for the tent. Then, cut the roof.

In the edge of the bandbox rim, cut out a piece of cardboard the shape of tent canvas looped back to make an entrance. Draw some folds upon this with

CIRCUS TENT AND CIRCUS GROUNDS

blue pencil. If you prefer, use your water-color paints instead.

When this is done, glue across the top of your band-box some strips of string to form tent ropes. The roof of the tent, round and pointed, may next be made.

Take a large sheet of cardboard and draw upon it a circle that is half again as large around as the base of your bandbox. Cut this out. Cut from the circle a quarter piece like the slice of a pie. (See Diagram Three, *D*, page 151.) Lap the cut sides of this three-quarter circle, and glue together to make a pointed roof like that of a circus tent. When the roof is dry, slip it upon the top of the hat-box, and your circus tent is done.

If you find some corrugated cardboard, it may be slightly curled and pressed so that it will stand on its rim, to make a board fence for the circus enclosure. *Of course*, you must have a fence! *Of course*!

Hardware boxes that come with covers double and close telescope fashion make very good circus cages. To make these cages, you will need to cut top and bottom from the boxes, leaving rims only. You may, if you wish, keep a very narrow margin of rim around

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the top and bottom cutting of your box. Paste strips of coarse netting, like cotton mosquito netting, over each opening of the box. It should be glued inside the box from side to side. This makes bars for the cages. (For cutting a box to make a cage, see Diagram Eight, page 162.)

Wheels may be added to the cages, so that the animals may go out on parade. The wheels are small circles cut from cardboard. There should be four for each cage, of course. When they are cut out from the cardboard, fasten each through its center to the base of a cage by a round-headed paper-fastener. The prongs of the paper-fastener should be bent to right and left inside the covers of the box. This holds wheels firm. If you have no paper-fasteners, sew the wheels to your box with raffia, or glue them to your box.

A booth for the circus grounds may be made from a box about three or four inches in size. Stand the box on its long side. Cut in its back an awning. The awning is made first by drawing an oblong space upon the back of the box, cutting this outline down at each side line and across its base. The cardboard is then pressed outward and upward to make the awning.

CIRCUS TENT AND CIRCUS GROUNDS

(See Diagram One, *C*, page 146, for cutting awning.)
Color the awning with red stripes.

Side-show tents for circus grounds are made like the tents of Camp Box. (See Diagram Three, *E*, page 151, for cutting the rim of a shallow box and bending it to make a tent.)

All toy figures that you can muster—tumble toys, wooden dolls, penny dolls, Noah's Ark ladies, shepherds and shepherdesses, should go to Box Brothers' Circus on the play-room floor. If you look among your toys, you will find animals for the circus, I know. They may even be animals cut from old magazine pictures.

One day I made a circus
 (A bandbox was the tent),
I advertised in Boxville,
 But it didn't cost a cent!

The penny dolls of Boxville
 Turned out on Circus Day!
I made pretend sell peanuts,
 And I tell you, it was gay!

BOXES USED AS BLOCKS

Material Required for Block Building: an assortment of boxes varied in size and shape.

Building with blocks is always fun, as you know. You have tried it with cubes, and with dominoes, and with cards—but did you ever try to build with boxes in the same way?

The boxes do not need to be glued. Their covers may or may not be used. Small boxes make walls, and box covers form roofs. You will see a tall block building in the picture. It was made from small drug-store boxes. There is really no end to the ways in which you may build with these.

From boxes of uneven size, men and animals may be made. Round boxes or small oblong boxes form heads. Larger boxes make bodies. Legs and arms are boxes of equal size.

The faces are drawn with pencil upon the back of boxes where there is no print. A wire hair-pin

BOXES USED AS BLOCKS

will keep the arms in place. It will need to be pressed through the box sides and bent so that the arm boxes may be slipped upon it. Men of all sorts may be made. There is great variety, as forms vary with the shape and size of boxes that you use.

If you are playing with some other child, you will find that it is amusing to divide your store of boxes, each choosing one at a time till the supply is exhausted. Then, you may each see how many different things you can build. It will be a game, and the winner will be the one who can make the most with his store.

It is entertaining to play with box animals and box men when you have to spend a day in bed. They may be placed upon a table near the bedside. They are light to handle, and they require no cutting or pasting to muss you up. If you decide to have measles or mumps, the little boxes may be disposed of easily after you have played with them. You can always find new ones to take their place when you are well again.

You may make a puzzle for yourself out of a large box and a number of smaller boxes of varied size. Try to pack as many boxes as you can into the large

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box. Make them come as evenly as you can in packing. There will be *some* space at sides, but with care and thought you will be surprised to see how small a space they may be packed into. Try them in various forms, till you are sure you have reached the best way to arrange them. Then, give the box puzzle to some friend to see if he can do with one or two attempts what you have accomplished. When you give some person this puzzle, mix your boxes well so there is no clue to their proper arrangement inside the larger box.

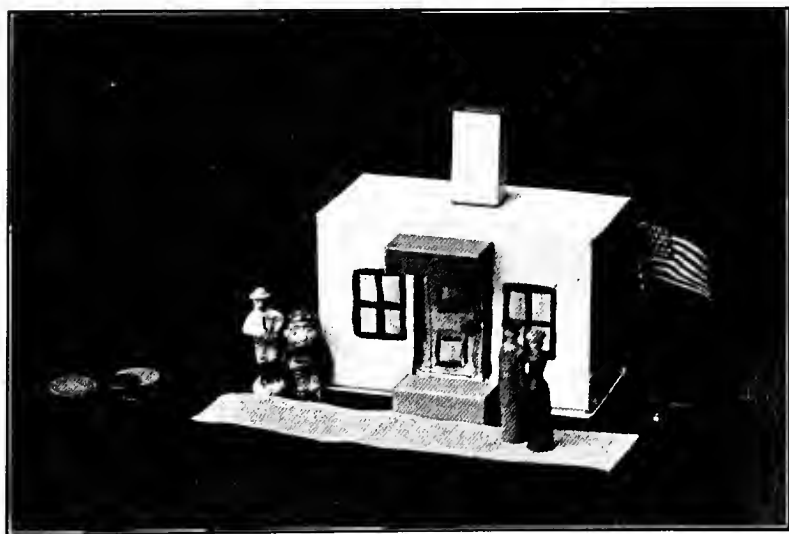
Toys like trains may be built with little more than a long cracker box for a coach and some oblong box for engine. The engine's smoke-stack is a round box. Its coal-car is a cover taken from a candy box. Its wheels are buttons or button molds placed on the ends of wire hair-pins that have been pressed through the sides of the cardboard boxes. A bit of wax or plasticine will keep the wheels in place.

Paste boxes to the back of your cut-outs when you buy these sheets at the penny store. The Indians, cowboys, soldiers, and animals will then stand erect by themselves.

You will have an interesting time, I am sure, in



A Noah's Ark with cracker animals.



A Savings-bank made to hold pennies. The pennies are dropped down its chimney.

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finding new ways to use your boxes in this kind of play. It is always new, for you may always find different kinds of boxes to adapt to the building. And the nice thing about it is that you can make almost anything you choose.

I never knew before—did you?—
How much a cardboard box could do!
I can make buildings, now and then
I make some animals and men!
Indeed, it's wonderful to play
With little boxes in this way!

A TOY DOG KENNEL FOR A TOY DOG

Material Required to Construct a Toy Kennel: a small box without its cover, the cover of some larger box that is square, and cardboard.

Here is a picture of Fido, my little dog. I made him a kennel so that he could stay near the doll house at night and be a watch-dog. Perhaps your dog would like one, if he is a play dog.

If you do want to make one, I will tell you how.

Take the lower half of your box. This is to be the building. Turn it over and stand it on end upon the piece of cardboard you have. Draw the shape of this end. Add to it about four inches in height. Cut this piece out and cut another like it. Glue one to each end of your box. Be sure your box is inverted before you begin. It should rest upon its rim.

Next, cut each end piece glued to the box to a point at the top. This makes the point of each gable side under the roof. These are the points that come under the roof to support it.

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Cut an opening under one of these at one end of the box. It should be shaped like the door of a dog kennel.

Where is a large flat box cover? It is to be the roof. It ought to be about four inches wider than the width of your first box. (For making the kennel roof, see Diagram Three, *E*, page 151.)

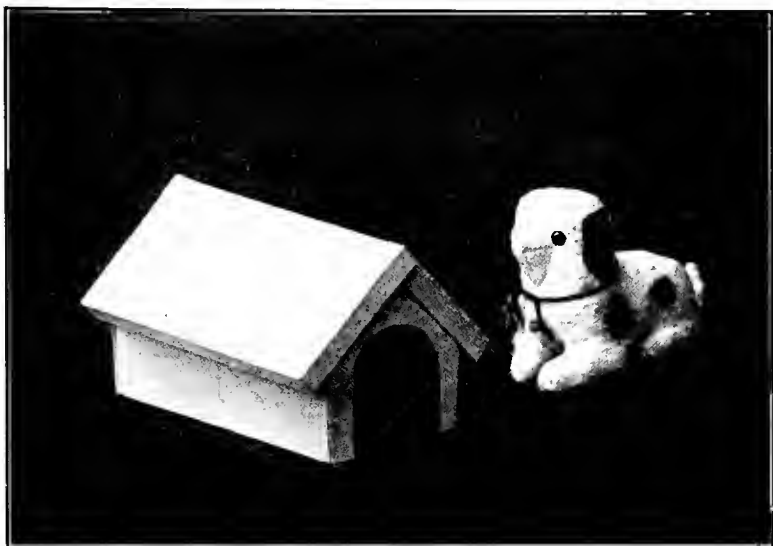
Fold this cover downward in equal halves to make a slanting roof, and place it over the points of the dog kennel that come front and back of the little building. There is the kennel all finished! Whistle to Fido! Come here, Fido, to see the nice kennel made for you. Don't you think that it would be fun some day to make a smaller one for the little china dog?

Oh where, oh where has my little dog gone!

Oh, he hasn't gone far, for you see

I built him a kennel from out of a box,

And now he stays home here with me!



A Toy Dog Kennel with cardboard end pieces glued to it to hold a bent box cover roof in place.



Wheelbarrow cut from the lower half of an oblong box.

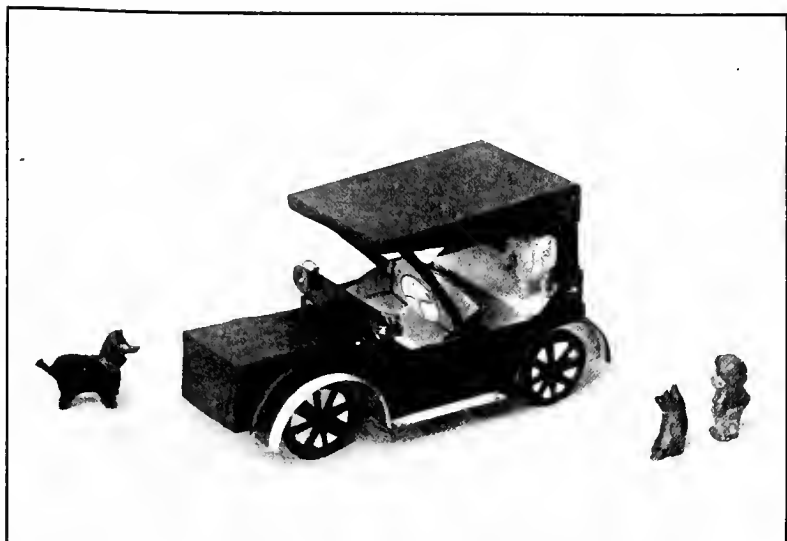
MAKING A BOXCRAFT AUTOMOBILE

Material Required to Build a Box Automobile: a one-pound candy box with cover, a sample candy box (oblong ten-cent size), one round box three inches in diameter, about ten inches of cardboard from which to cut wheels, four round-headed paper-clips for wheel-hubs, a toothpick and a round cardboard key-tag for steering gear, two metal buttons for lamps.

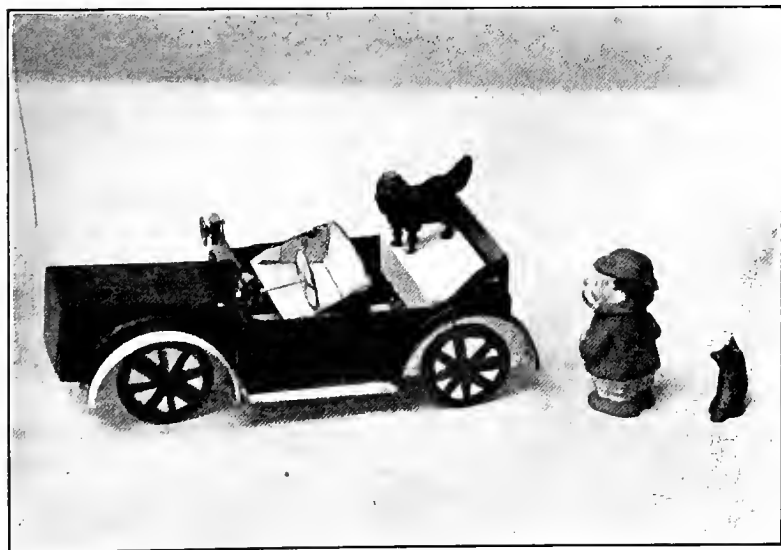
It is not difficult to make a box automobile, for nobody needs knowledge of mechanics to do it. Paste, scissors, boxes—and a pair of hands to do the work, these are all that you will need.

The lower half of the large oblong box forms the body of the car. Take the cover of the box off. This will be used later for the hood, if you care to put one on.

Cut off each long inner side rim of the box except for a corner at each end. Leave the inner rim



Boxcraft Automobile with hood made of a box cover.



Boxcraft Automobile made without hood.

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of both ends on the box untouched. This forms the windguard in front and the back of the rear seat.

Paste the cover tight on your small sample candy box, and paste the box end to one end of the body of the car you are building. This completes the shape of the automobile.

Next, take your round box. Remove its cover. Cut the cover in half. This forms the wheel-guards for rear wheels. Paste each where the rear guards should go.

Cut the lower half of the box in half also. These halves are wheel-guards for front wheels. Paste them to the forward part of the automobile.

Cut four circles from your cardboard. Use your compass to outline them in pencil first. Make each with a diameter of two inches.

When these are cut, run the points of a round-headed paper-fastener through the center of each, and fasten the pointed prongs of the paper-fastener to the cardboard of the wheel-guards. This secures the wheels. If you prefer, you may glue the wheels to the guards. They should be painted with spokes and tires.

MAKING A BOXCRAFT AUTOMOBILE

A narrow box rim is glued between the wheel-guards to make the running-board.

Two metal buttons are fastened to the front of the automobile to form the lamps.

A toothpick is pressed into the front of the box to make the rod of the wheel for steering. The wheel itself is a round cardboard key-tag fitted upon the other end of the toothpick.

The front seat of the automobile is the end corner of some small box that is fitted crosswise into the body of the car and glued in place. The rear seat is an end of a small box fitted in the same manner into the body of the car behind.

Boxcraft automobiles are the best there are. They do not cost you a single penny! Repairs are always very easy to make, too.

If you care to add a hood to the automobile, it may be made from the cover of your large box. Cut the front rim of the box cover down, and slant the long sides of the cover down to the uncut end.

Paste an upright piece of cardboard about four inches high behind your rear seat. To its top, glue the higher end of the box cover.

Two small strips of cardboard may be fitted under

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the hood above the front seat to hold the hood up in front.

I painted the automobile that you see in the picture with India ink. You could scarcely tell that it was made out of a box when it was finished.

Three cardboard boxes—little else—

Have made a car for me:

It is a boxcraft model,

And it's jolly as can be!

The little Boxville people

Can go touring in this car;

They have splendid picnic parties

Where the groves of clothes-pins are!

HOW TO FURNISH A DOLL-HOUSE

Material Required to Make Furniture for a Doll-house: cardboard boxes of all kinds, especially flat letter-paper boxes, jeweler's boxes, correspondence-card boxes. Pencils and spools may be of help in making some of the furniture.

When you look at the pictures of my boxcraft doll-house, you will see how well it was furnished. All the chairs and tables, and the bed—all the things that are in the pictures—are cut from cardboard boxes. You have just such boxes as I used, I am sure. Every home has them.

Shall I tell you how the furniture is made? First, I will tell you how I made the bedroom, shall I?

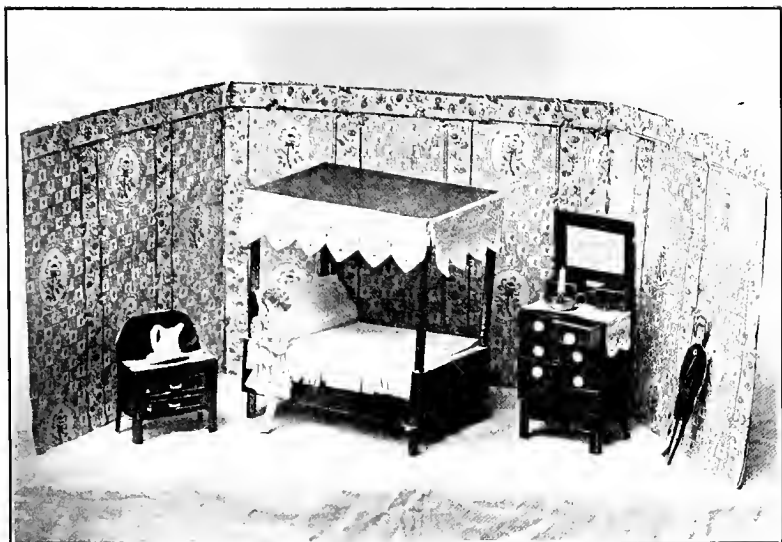
The old-fashioned canopy bedstead is made from a candy box and its cover. The four posts are long pencils. One pencil is run through each corner of the lower half of the box and glued tight. Then the cover is placed upon the upper ends of the pencils to make a canopy. Lace-paper is pasted around the

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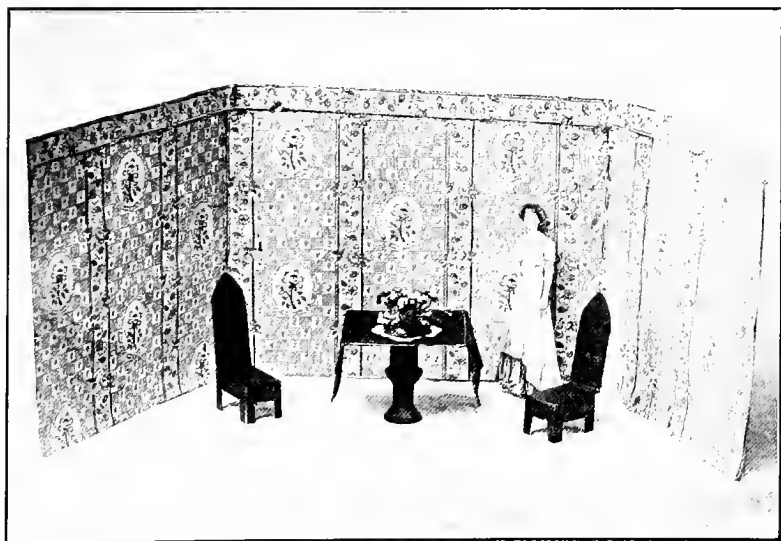
rims of the cover. I made tissue-paper sheets and a lace-paper pillow. You can do that, too.

I made a tall bureau from eight empty match-boxes. The match-boxes were safety-match boxes with tiny drawers that are made to slide in and out. I saved till I had eight boxes. Then, I glued four, one on top of the other, and four others I glued in the same way. When these were dry, I pasted my two sets together. This made the upper part of the bureau. To make legs, I cut a low bench from a small box cover and pasted the boxes to its top. (For bench, see Diagram Six, *A*, page 155.) I sewed shoe-buttons to each drawer to make a handle. The mirror is a piece of cardboard cut oblong and pasted at the back of the bureau so that it is upright. I painted a frame around the sides of the cardboard to make it look like a mirror. The bureau cover is a strip of lace-paper. The candle and candlestick came off a birthday cake.

The wash-stand is cut from the lower half of a box about five inches long. It is cut almost as if it were a bench, only that its legs are shorter. The "splasher" is a piece of cardboard pasted upright at the back of the box.



Boxcraft Bedroom furniture.



Boxcraft Table and Chairs.

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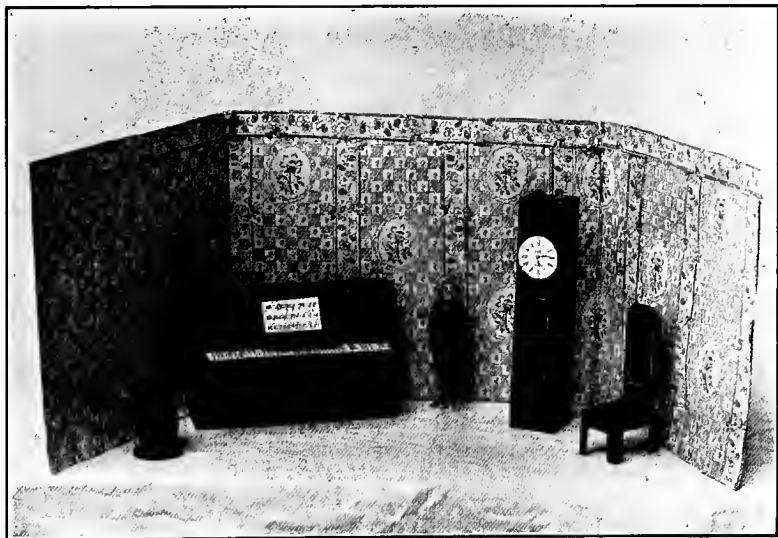
Almost all chairs I made were cut from narrow box covers and jewelers' hat-pin boxes. One hat-pin box will make two chairs. Each half makes one. (For chair, see Diagram Six, C, page 157.) Hat-pin boxes will make high-backed chairs. Other box covers make other kinds. When you cut an ordinary chair with a low back, begin to cut the rim from the side of your box near the center on one long side. When you make a chair from a hat-pin box, cut the rim off your box two thirds of the way around, leaving one end only with the rim on. The part without rim is the back of the chair. Press that upward, and cut the legs of the chair from the end that has a rim left upon it.

I made a grandfather's clock by standing a hat-pin box on end. I glued to its upper front part the face of a penny watch. You do not need to spend a penny. Just mark the face of a clock in pencil and glue it to the front of your clock.

Really, I am very proud of the piano. It is not every doll-house that can have a piano—but you can make one, for it is easy. You will need a shallow letter-paper box and a narrow box such as fountain pens come in from the store where they are bought.



Mantel and Settle made from cardboard boxes.



Piano and Grandfather's Clock made from boxes.

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like a bench. At two sides of its front, I cut oven doors and put round-headed paper-fasteners through them to make knobs. The prongs of each paper-fastener, bent, make latch for oven doors. At the back of each oven door, right inside the box, I pasted a small box and made a real little oven. I could put dishes in it!

The boiler in the kitchen is the kind of round tin they use to pack blue-print paper in. I stood mine on a spool after I washed the printed paper off from it. You can use an old baking-powder tin, if you have no blue-print paper box.

You can see how the kitchen sink is made—merely a box cover placed over the end of a deeper box. At the back of the box paste an upright piece of cardboard. The faucets are made from the two ends of a kid hair-curler pressed through the cardboard downward.

The kitchen table is the lower half of a correspondence-card box. It is cut as if it were a bench with long legs. (For cutting the bench, see Diagram Six, *A*, page 155.)

You will have a very good time playing in your doll-house, if you make one. You can make a four-

Paste one long side of the narrow box across the front or back of the letter-paper box after you have stood the letter-paper box upright. The narrow box should be placed about where you think the keyboard belongs. (See Diagram Six, *F*, page 159, for making a piano from two boxes.) The music-rest is a bit of folded box rim glued to the central part of the piano above the keyboard. The keyboard is marked off with ink upon a strip of white paper and pasted upon the top of the narrow box. You can easily draw the first part of some music that you know, and place it on a tiny sheet of white paper to make a "piece" for the piano's music-rest.

A mantel for the living-room may be made from a flat letter-paper box. Stand the box upon one long rim and place its printed side to the back. Cut from the front a mantel opening like the opening for a fireplace. (See Diagram Six, *G*, page 160.)

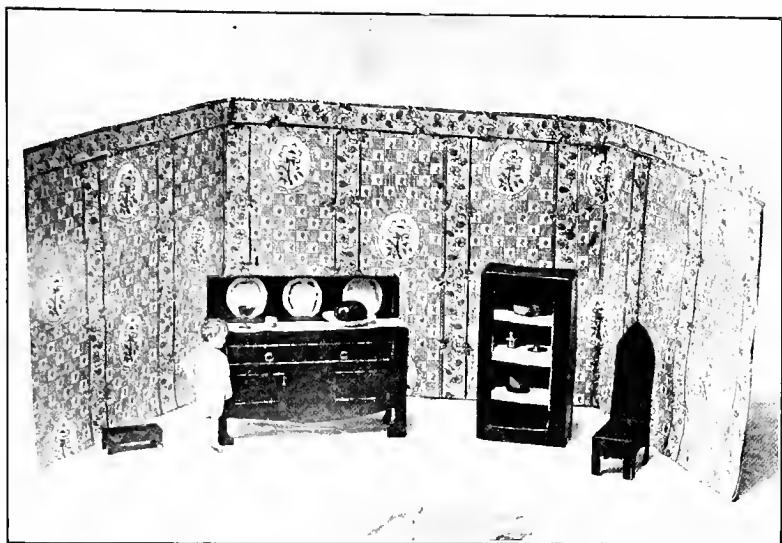
The Morris chair is made like any other chair. (See Diagram Six, *C*, page 157, for cutting a chair from a box.) It has two bent box rims glued to each side to make the arm rests, and the cardboard is cut rounding from the front rim of the box in cutting its legs.

I made a very cute little cupboard for my doll-house dining-room. It was easily made. You can make one out of any shallow box that is like a spool box, by cutting out all of its front rim excepting a narrow margin left all the way around its front cover. I cut some strips of cardboard and fitted them across the inside of this box and glued them to make shelves. Lace-paper made the shelf-paper. Metal corks from bottles and cold-cream tubes made mugs and silverware. Plates for the dining-room were circles cut from cardboard.

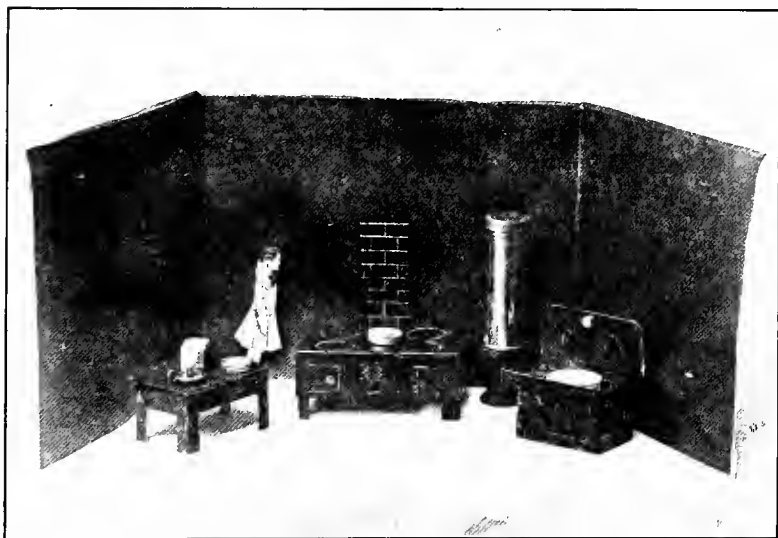
A sideboard may be made from half of a letter-paper box, cutting this in half lengthwise. Then cut this half the box as if you were making a high bench. Do not cut far up in the box rim to make the legs. Cut them curving at the front. Outline a drawer and cupboard doors upon the front, and paste a plate-rack at back. It is the cover of a narrow box glued behind the buffet.

Of all my doll-house furniture, I like the kitchen best. It looks so homelike. If I were a little doll, I know I should love to go into that kitchen and make candy on the stove. It would be such fun!

The stove is made from an oblong candy box cut



Boxcraft Doll-house Furniture. The Dining-room.



Boxcraft Kitchen Furniture for dolls. Stove, table, and sink are all boxes.

The boiler is a tin box upon a spool.

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roomed house from four large bandboxes placed on their sides. Put two upon the floor and glue the other two to their tops. Of course, you will not need to use the covers of the boxes. Each bandbox will make a room.

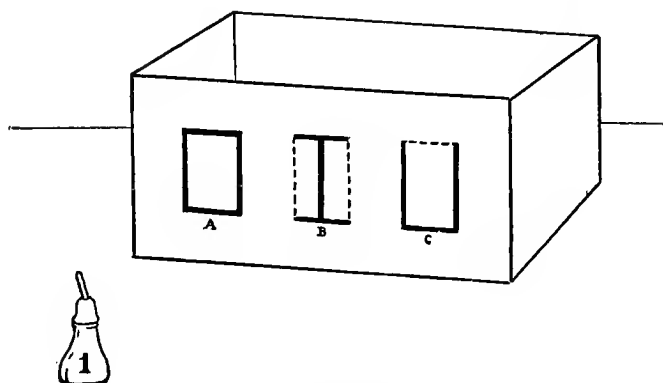
You can use strips of wall-paper for carpets and rugs. You can cut windows in the bandboxes. When you have furnished the doll-house, it will be quite like a real little home.

I painted my furniture with ink. If you paint yours, be careful to put newspapers down under your work, and be very, very careful to use your brush as dry as you can. In this way your work will be evenly colored. Let the furniture dry thoroughly before you attempt to play with it. If you like, you may paint it with water-color paints.

Little boxes make such fun!
I can use *each* tiny one!
I have made a dollies' bed,
And a mantel, painted red!
Bureaus, chairs,—a table, too!
Oh, I have some work to do!
Oh, I think that it is gay,
Making furniture this way!

**DIAGRAMS
FOR
BOXCRAFT**

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WINDOWS

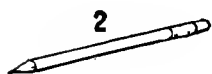
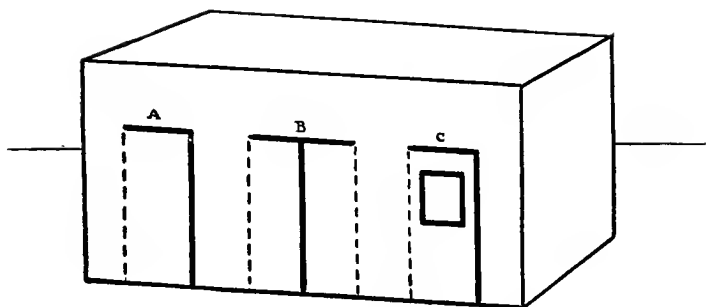
Diagram One. Cut the cardboard sides of your box as the heavy black lines indicate. Fold outward upon the dotted lines.

A. A plain window without blinds or awning. Cut the cardboard out on all four sides.

B. Window with blinds. Cut the top line, the center line, and the base. Fold outward on the dotted lines.

C. Window with awning. Cut side lines and base. Bend cardboard outward and upward to make the awning over the window.

DIAGRAM



DOORS

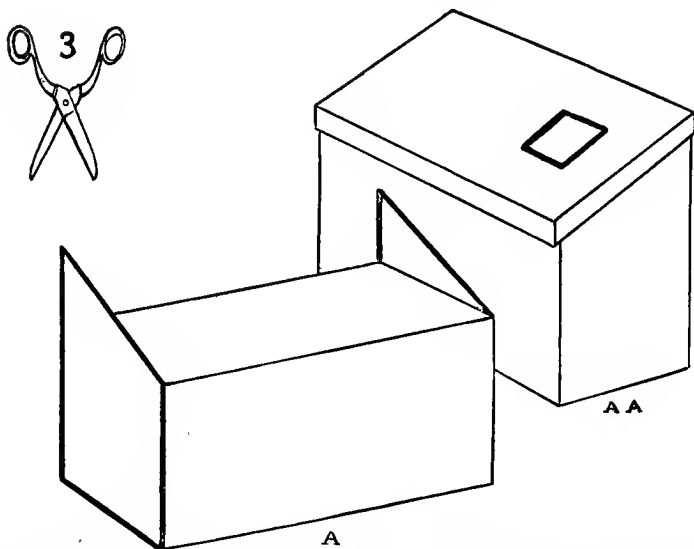
Diagram Two. Cut the cardboard of your box sides as the heavy black lines indicate. Fold outward where there are dotted lines.

A. Single door. Cut at top and side (if need be, at the base also). Fold the cardboard outward to make a door.

B. Double door. Cut the square at top and down its center. (If need be, cut the base of the square also.) Fold both sections outward.

C. Door with window in it. Cut out a square from the single door. Cut the door at top and side. Fold it outward.

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SIDE WALLS. SLOPING ROOF. PLACE FOR CHIMNEY
OR TOWER

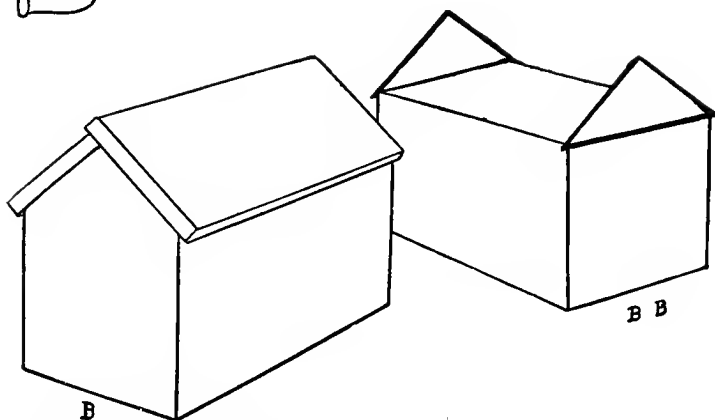
Diagram Three. This shows the shape of the cardboard pieces that are used to form side walls for a sloping roof; also the box cover roof placed in position, and the hole for a chimney.

A. Side walls of cardboard, glued to box ends.

AA. Box cover placed on side walls. Square cut out so that a box tower or chimney may be inserted through its opening.

DIAGRAM

3



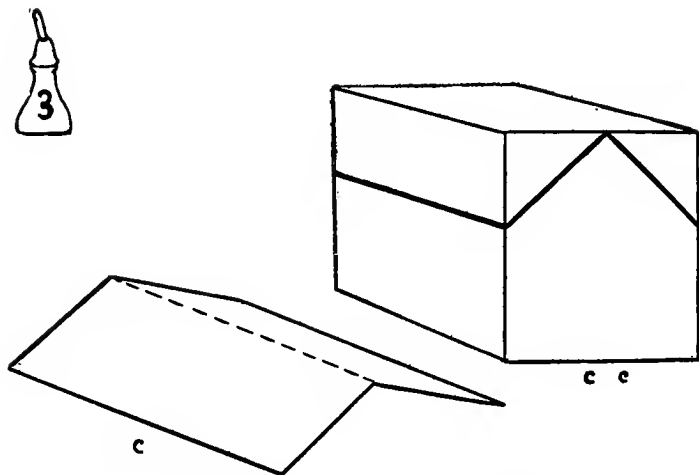
GABLE ROOF. TRIANGULAR SUPPORTS TO HOLD IT

Diagram Three. Triangular cardboard pieces are cut and pasted to the upper part of a box to hold a roof made from two interlapped box covers.

B. Gable roof made from two box covers.

BB. Triangular cardboard pieces cut to fit the ends of a box and hold a gable roof.

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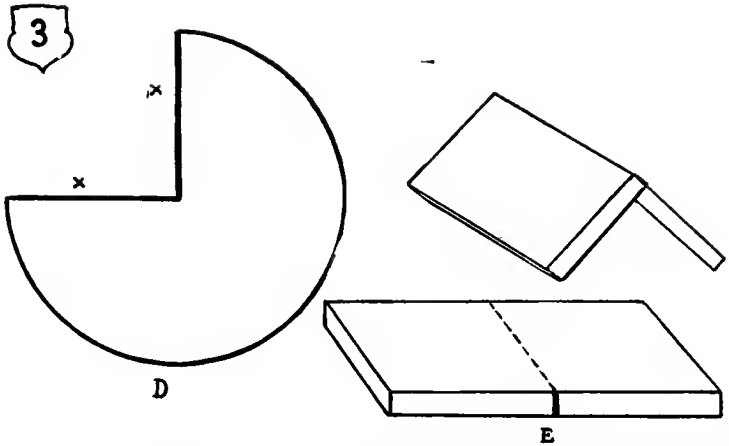
A SINGLE GABLE ROOF. BOX CUT DOWN TO HOLD GABLE ROOF

Diagram Three. Gable roof. This is a piece of cardboard cut oblong and folded through its center, lengthwise, to make a slanting roof. A deep box may be cut down to hold this roof and make a gabled building. Cut where heavy black lines indicate.

C. Roof cut from a piece of plain cardboard or corrugated cardboard.

CC. Box cut down to make the low sides and high-pointed gable ends of a small building.

DIAGRAM



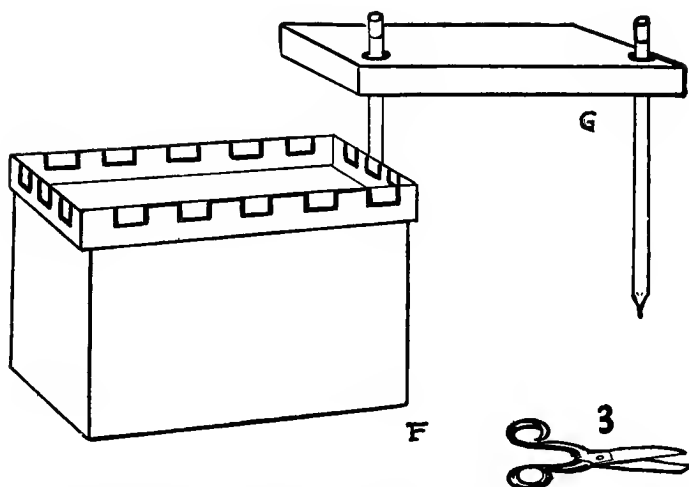
ROUND-POINTED ROOF, TENT ROOF, INDIAN WIGWAM,
AND CARDBOARD TENTS FOR CAMP

Diagram Three. Roofs.

D. Round-pointed roof cut from cardboard. Lap edges x to x . This makes a tent also. The Indian wigwam is made this way.

E. This is a wide box cover folded through its center, rim cut up to the top on each long side. Bent, it makes a tent or tent-shaped roof. This is like the kennel roof.

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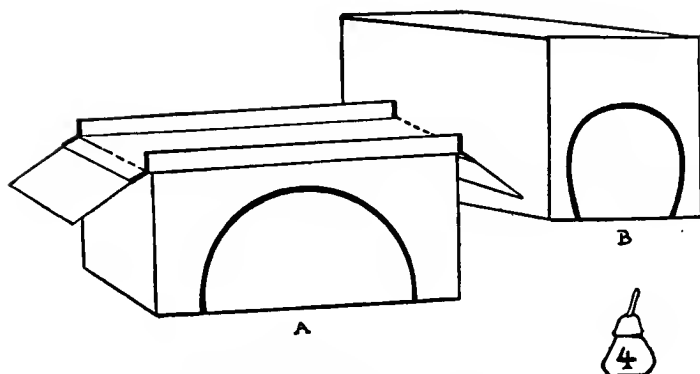
RAMPARTS FOR A CASTLE OR FORT. A SMALL ROOF TO PLACE OVER A PORCH

Diagram Three. Cut where the heavy black lines indicate.

F. Ramparts are cut from the rim of a box cover.

G. A porch roof may be made by taking the cover of any shallow box and pasting it over the doorway of your building. The porch pillars are long pencils run through holes cut in each forward corner of the box cover.

DIAGRAM

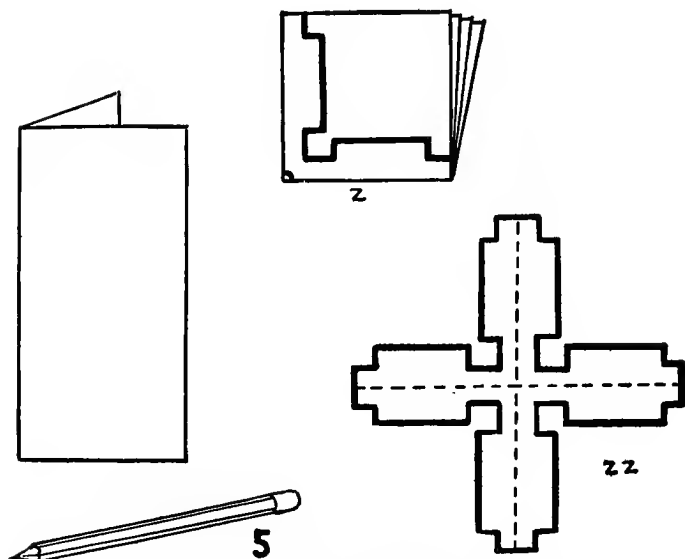


BRIDGE AND R.R. TUNNEL

Diagram Four. By cutting the ends or sides of boxes, tunnels or bridges may be made. Cut where the heavy black line indicates.

A. The bridge is made by cutting a semicircle from the long sides of an inverted box. The box cover, turned upward, forms the bridge railing. At each end, cut the corners. A cardboard strip is pasted to each end rim to complete the bridge roadway.

B. The tunnel is made by cutting a circular opening in the two ends of a deep box which has been inverted.



PATTERN FOR WINDMILL SAILS

Diagram Five. Take a square piece of paper. Fold it through its center once. Fold the two halves to make quarters. Draw the outline *Z* on the piece of paper folded into quarters, and cut this as is indicated by the heavy black line. This gives *ZZ*, the pattern for the windmill sails, which are cut from it in cardboard.

DIAGRAM

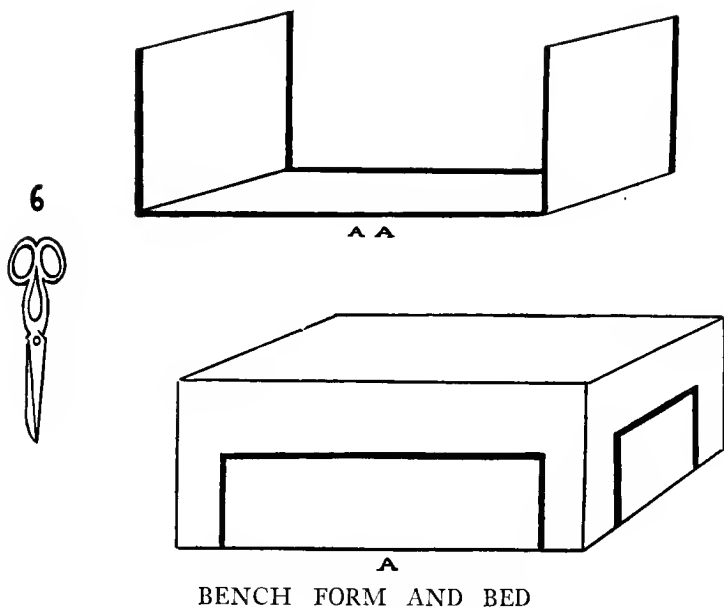
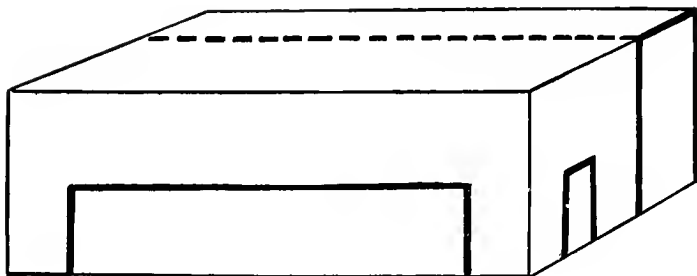
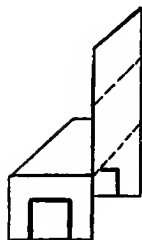


Diagram Six. Cut your box when it is inverted where the heavy black lines show.

A. A bench form is made by cutting to right and left of each corner of the lower half of an inverted box. Remove cardboard evenly from between these cuttings to make legs of the bench.

AA. This is the cover of a box from which long side rims are cut. It is glued to the bench form to make head and foot of a bed.

6

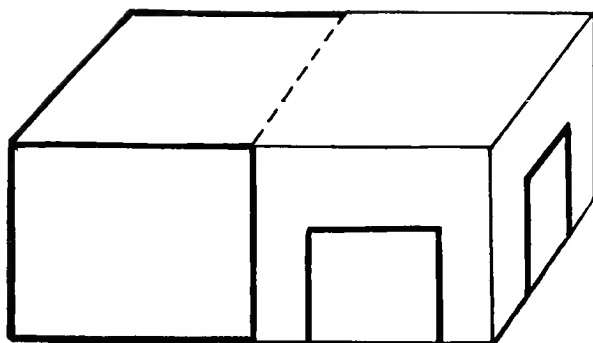


B

BENCH WITH HIGH BACK

Diagram Six, *B*. To make the bench with high back, use the lower half of a box, inverted. Cut the rim where the heavy black lines are shown. Cut front legs from the box rim on one long side. Turn up the other long rim of the box to add to the height of the back. Fold upward on the dotted line running lengthwise through the middle of the box.

DIAGRAM

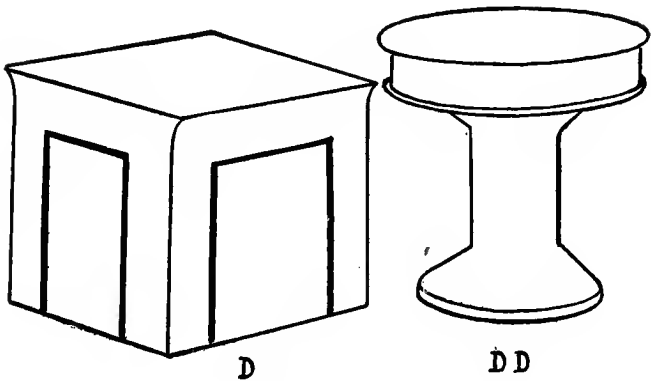


c

CHAIR

Diagram Six, C. To make the chair, turn the lower half or cover of your box so that it stands upon its rims. Cut where the heavy black lines are shown in the diagram. Fold the back of the chair upward where the dotted line is indicated.

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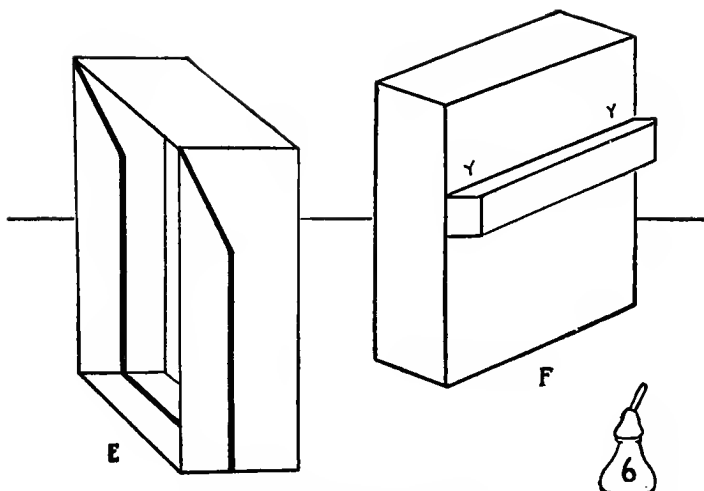
TABLES

Diagram Six. Tables are made from deep boxes by inverting the lower half of the box and cutting legs in the rim as is shown by the heavy black lines. Small boxes, square or round, placed upon upright spools will form tables, stools, stands.

D. A table cut from a correspondence-card box. Cut where the heavy black lines are shown in the diagram.

DD. A round table made with a spool and a box glued to its top.

DIAGRAM



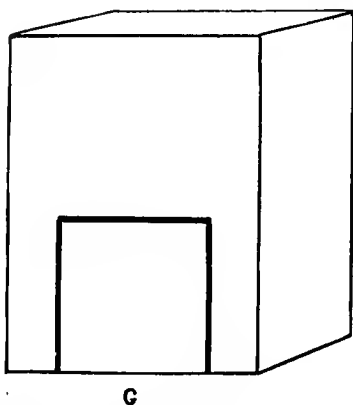
SCHOOL DESK AND PIANO

Diagram Six. Cut where the heavy black lines are indicated. Glue at *y*.

E. A school desk is made by standing the lower half of a small oblong box upon one of its long rims. Cut in the box rim where you see a heavy black line in the diagram. A piece of box rim is fitted below the top of the desk inside the box to make a shelf.

F. Glue a narrow box across a larger box that is placed upon one of its long sides at *yy* to make a piano with keyboard.

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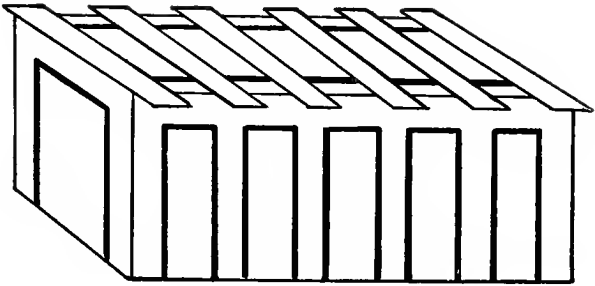


FIREPLACE AND MANTEL

Diagram Six, G. Stand any box you may have upright on one end or on one of its long rims. Cut from the front or back of the box an opening as shown by the heavy black line in the diagram.

DIAGRAM

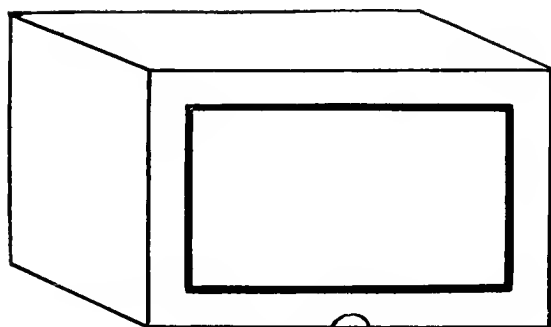
7



PERGOLA

Diagram Seven. The pergola is made from an inverted shoe-box. The lower half of the box is used. Cut the bottom from the box, leaving a narrow rim around the bottom. Cut the ends as shown in the diagram by the heavy black lines. Mark off pillars upon the long sides of your box with pencil, and cut these as shown by the heavy black lines of the diagram. Two cardboard strips are glued lengthwise at the top over the lengthwise edges left. Strips of cardboard are crossed over the open top which was the bottom of the box.

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ZOO OR CIRCUS CAGE

Diagram Eight. Cut the cardboard box sides as indicated by the heavy black line in the diagram. Zoo cages are cut on each side. Circus cages are cut top and bottom of the box, and the box is then placed upon one long rim to have wheels added to it. The wheels for circus cages are cardboard disks.

PLAYCRAFT

THE GAME OF BUTTON TIDDLEDY

Material Required to Make the Game of Button Tiddledy: an empty calling-card box, five flat white buttons about a half-inch in diameter, five flat dark-colored buttons about this same size, two larger buttons an inch or more in diameter.

Tools Needed to Make the Game of Button Tiddledy: only a pair of fingers.

Perhaps you have played Tiddledywinks. It is really great fun to try to snap the colored disks into the little glass. Perhaps you do not own a real Tiddledy game and, in this case, you may easily make one yourself with a shallow box cover and some buttons.

If you take a small flat button and press its rim hard with the rim of a larger button, the small button will hop up into the air and travel quite a good distance. If you try this several times, you will find out that small pressure gives small hops and an even heavy pressure on the little button may cause it to go far. This is the principle of Button Tiddledy.

The game is played on the floor or on a table covered with a cloth. Each player must have five buttons and each player's buttons must be different. Two or more may play.

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HOW TO PLAY BUTTON TIDDLEY

Two players may play the game—or more, if buttons can be found.

Play is made without turn as rapidly as possible.

Each player places his five buttons in a row twelve inches from the open box.

Signal is given to start. The first to get all his five buttons into the box wins.

No player is permitted to touch his button, or that of another, with fingers unless a button falls off a table onto the floor. Then it is to be picked up and placed as nearly as possible where it was before it fell.

Into the little white box they go—

Grasshoppers hop in the clover just so!—

Hippety-hoppety! Hoppety-hop!

Gay little buttons, you never will stop

Till Somebody wins in this hoppety game,

When jumpety buttons grow quiet and tame!

THE GAME OF TRIPLE TIDDLEDY

Material Required to Make the Game of Triple Tiddledy: three shallow box covers that fit within each other; three small flat white buttons, three small flat dark buttons, two large buttons. Other buttons are needed when more than two play.

Tools Needed to Make the game of Triple Tiddledy: a pair of hands.

Triple Tiddledy is a game of Tiddledy in which you have to make a definite count. The player who first reaches the score of fourteen wins.

To make the game, three shallow box covers are needed. The lower half of some deeper little box may make the smallest and inner ring of the game. Find three shallow boxes that fit one within the other. Remove covers and set these as the picture of the game shows you. The outer covers should not be more than an inch high; and the small inner box should not be more than three inches high, if you use this taller than the others.

Place the three box covers in the center of a table upon which there is a cloth. The table should be a large one, to allow plenty of space for play.

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HOW TO PLAY TRIPLE TIDDLEDY

Two players may play the game. Three may play, or four, if buttons can be found. All buttons must be distinguished easily.

Play is made in turn.

Count out for beginner.

Place three buttons in a row twelve inches from the rim of the largest box.

Press the rim of one small button with the edge of your large button so that the small button hops. If it falls outside of the box covers, you gain no count. Start your next: if this falls within the first box cover, the count is 1. If it falls within the second, your count is 2. If it falls inside the third, the count is 3.

Three buttons are played in succession and left where they lie for one round of play.

When all have played, buttons are picked up and scores are noted on paper with pencil.

Buttons are then picked up and sorted and the next round is started in proper order.

The first player to score 14 wins the game.

Play for the sake of the game!

Be kind, and friendly, and fair,

And take your luck when your own turn comes

To do your own bravest share!

And, if another one wins,

Why, give him your hand to shake!—

HOW TO PLAY TRIPLE TIDDLEDY

For what you are after is happy play
And the good fun it will make!

So no one grows sulky or cross
And says that the turn wasn't right—
You both of you had a chance to win
But two *couldn't* win the fight!

SIMPLE SIMON'S FISHING GAME

Material Required for Making Simple Simon's Fishing Game: a round handbox-cover—or a square one, some colored papers, some shoe-buttons or other buttons that are made with metal shanks, a bit of string, a straight twig, as many pins as there are to be fish-hooks.

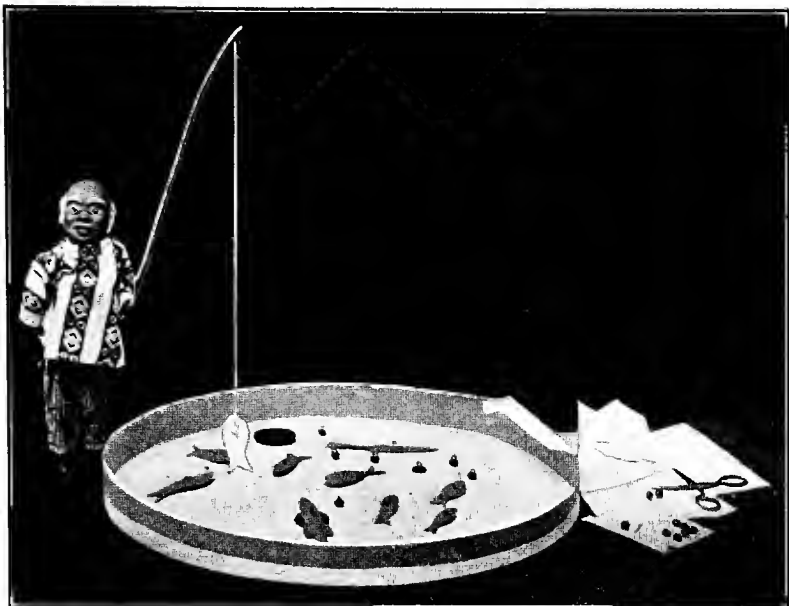
Tools Needed to Make Simple Simon's Fishing Game: Scissors.

Simple Simon must have become tired of trying to catch a whale. He never succeeded, you know. That was the reason, no doubt, why he invented a fishing game in which he really *could* catch a whale, even if only a pretend one! He had no end of fun making his fishing game, and you will have a good time, too, when you make yours.

The pond is simplicity itself. It is only a big box cover turned over so that its rim makes an enclosure for the fish.

The fish—well, *they* are buttons! They should be placed so that their shanks are upright and they should be fished for with a bent pin that is tied to the end of a string.

The string is tied to the end of a stout straight twig



Simple Simon's Fishing Game Made with Button Fish and a Bent Pin for a Hook. The Fish-Pond is a Round Hat-Box Cover.



The Game of Mother Goose Golf, Made with Small Druggist Boxes.

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that anybody can find. That is all—unless you wish to make paper fish and label each so that you know *what* sort of fish you have caught!

If you make paper fish, cut the outline of a fish in some colored papers, and make these paper fish anywhere from two to three inches long. Press the metal shank of a shoe-button up through the paper, so that you can angle easily for the fish.

Write on the back of each paper fish the name of some variety of fish you know. Write five names of a kind and be sure to have a WHALE, too! The names should be on the under side of the fish so that nobody will know what fish he is trying to catch. There are no particular rules for the game except FAIR PLAY. Everybody plays at the same time, each with his own rod and fish-hook. Nobody is permitted to angle for another person's fish unless it has been left. The one who gets the most fish wins. The one who hooks the WHALE is Simple Simon, of course! Everybody may angle for the very last fish in the pond; and if anybody quarrels, *that* fish will not count! THAT is according to the rule of Fair Play.

Play Fair! Never let a Sel-Fish be caught upon *your* hook!

Now see how long it takes to catch
A string of button fish—one batch!
A fisherman, as you will see,
Must be a patient man, for he
Must angle, angle all day long.

SIMPLE SIMON'S FISHING GAME

It does seem really very wrong
When fish *won't* nibble—but yours will
And you won't need to keep so still,
Your button fish will *always bite*,
If you are fishing for them right!

THE GAME OF MOTHER GOOSE GOLF

Material Required for Making the Game of Mother Goose Golf: five small round or square druggist boxes, two small buttons that are very flat—one light one and one dark one—two large flat buttons of any color you wish, about nine ordinary pins.

Tools Needed to Make the Game of Mother Goose Golf: only a pair of fingers.

Perhaps you know how to play the real game of golf. That is fun—everybody says so! Real golf takes a great deal of skill and one plays it out in the lovely country; and one plays it with very mysterious sticks that make one take very queer attitudes; one plays it with little white balls that are always getting lost, and there have to be caddies to look out for the balls and to carry the sticks. No doubt, you know *all* about golf but you mustn't expect Mother Goose to invent a game so scientific! Mother Goose Golf is just a game of fun—that's all! If you like fun, you can try Mother Goose Golf some rainy day when real golf is quite out of the question.

Perhaps if you have started to save cardboard boxes, you have collected five very small druggist boxes. Take off the covers of these. Then place the

THE GAME OF MOTHER GOOSE GOLF

halves, rim upward, on a large table-top like that of the dining-room table. But be sure that there is a cover on the table!

Next find nine ordinary pins.

Cut nine small bits of paper shaped like flags—each about a half-inch square. Number each, running from 1 up to 9. Run a pin through each flag and then press the point of the pin down at the rim of each little open box. These are the nine holes of the Mother Goose Golf course. Place them about seven inches apart, so that they make the circuit of the table. Place them in order of number.

In real golf, a player tries to hit his ball about the course, making it fall into the holes. He must try to do this in as few strokes of his club as possible. In Mother Goose Golf, the one to finish the circuit of the course first, making the nine holes properly, playing in turn, wins the game.

HOW TO PLAY THE GAME OF MOTHER GOOSE GOLF

Two may play the game. One uses a dark button, the other a light one. More may play, if enough small buttons can be found. To distinguish these from each other sew colored threads through each center.

Start player's buttons, one at a time, at a marked spot seven inches from the first "hole."

Count out for beginner.

Play is made in turn.

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To make a play, press the rim of your small button with the edge of the larger one, so that the small button is made to hop in the desired direction—into the “hole” if possible.

Make the round of the holes in succession.

When a player's button falls into a hole, he has an extra turn. He takes his button from the hole and places it three inches to the left of that hole to start for the next.

The first to make the succession of nine holes wins.

I made a funny golf course—
I made it!— It was fine:
I played it with some buttons
And boxes that were mine!

It really took a bit of skill
To hop the button “ball”—
We had a golf match playing it
And Arthur won them all!

Someday, maybe, we'll play again
And I will win that day
Because my luck is sure to change
And I just love to play!

A ROBIN HOOD ARCHERY GAME

Material Required to Make an Archery Game: one shallow box about twelve inches long, some tissue paper, a small branch of some straight-limbed tree, two paper-fasteners.

Tools Needed to Make an Archery Game: a pen-knife, a bit of paste.

Outdoors, it is fun to play with bows and arrows that shoot a long distance but indoors one cannot do this. The next best thing, when you wish to shoot at a target indoors, is to make a game that you can play with this way. And you can do it, too,—yes, you can!

Your target is made by fitting the lower half of a cardboard box to the back of its cover as you see it in the picture. Fasten the rims of the box with paper-fasteners, one on each side. Then, you will have a target that stands firmly. But you cannot shoot through cardboard with your small arrows, so cut out a circle from the upper part of the box cover and paste a square of tissue paper behind it. THAT you can shoot right through and when you do, a new piece is pasted on the target.

Every boy knows how to make a bow and arrow, I

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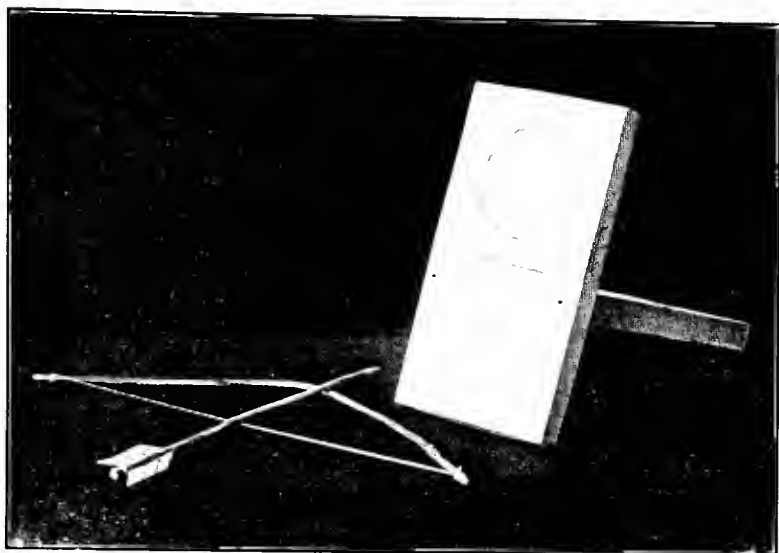
hope. The one in the picture is simply a twig bent and tied with string. You can see exactly how I made it. Straight twigs nicely whittled make arrows. Your bow should be about twelve inches long. Arrows should be seven inches long.

Stand six ruler-lengths from the target, and see if you can hit it so that your arrow goes through the tissue paper.

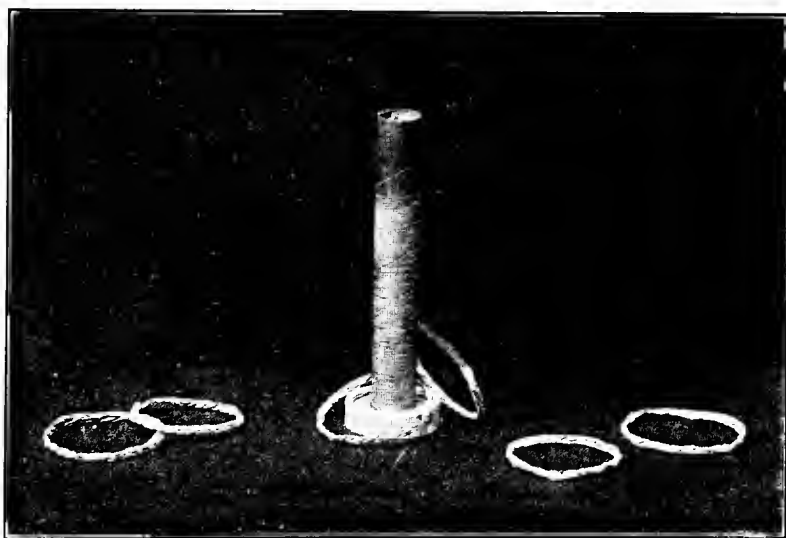
You know yourself how to shoot. You do not need to play with anybody else, but you can play with the target as a game by taking turns at shooting toward the mark. Of course, the one who shoots through the tissue paper first is the best shot and the best shot in any archery game is Robin Hood! Isn't it?

There is no rule for this game except the one that applies to all games, FAIR PLAY. And always shoot downwards toward the target on the rug. In this way, no possible harm can come to anything—and, if puss is in the way, shoo her off!

Robin Hood shot well
And William Tell did too—
I wonder which one shot the best?
I only wish I knew!



A Robin Hood Archery Game Made with a Box Target and an Arrow Whittled from a Small Straight Twig.



A Game of Quoits Made from a Mailing-Tube, a Small Box and Raffia-Braided Rings.

THE GAME OF PLAYCRAFT QUILTS

Material Needed to Make the Game of Playcraft Quilts: a cardboard mailing-tube, the lower half or the cover of some small cardboard box about four inches in size, raffia from which to braid rings—or cardboard from which to cut them. Old brass curtain rings may also be used.

Tools Needed to Make the Playcraft Quilts: a pair of scissors and some fingers.

Surely, you can make a game of quilts all yourself! Find a cardboard mailing-tube and a small cardboard box not more than four inches across its top. Cut a piece the size of an end of the mailing-tube from the base of the cardboard box, and turn it over. Fit the mailing-tube down into this stand, firmly. That is the stake and it is finished!

The playcraft quilts may be used either indoors or outdoors. If used outdoors, there should be no wind for the rings are light. They may be braided from raffia or from heavy string, if you prefer.

Use several thicknesses of raffia length—or string—and cut each into length about twelve inches. Sew or tie ends together and there are your rings! Make three.

THE GAME OF PLAYCRAFT QUILTS

Rings may be made from cardboard by cutting strips and sewing ends of strips fast together. Brass curtain rings may also be used, if not too heavy.

HOW TO PLAY THE GAME OF QUILTS

Two or three players may play the game.

Count out for order of play.

To make a play, toss the three rings in succession trying to get them over the stake.

Stand at least five ruler lengths from the stake when tossing rings.

The first to make a score of 12 wins.

Quilts are fun,—an' I like to play
Throwing rings at a stake this way—
This game of quilts I made for fun
I played with Bobbie an' I won,
An' Bobbie says he'll make one too.
He's got a mailing-tube all new!

THE GAME OF LITTLE BOX HUND

Material Required to Make the Little Box Hund: the lower half of an oblong candy-box, some cardboard from which to cut head and tail for the box dog.

Tools Needed to Make the Little Box Hund: crayons, scissors.

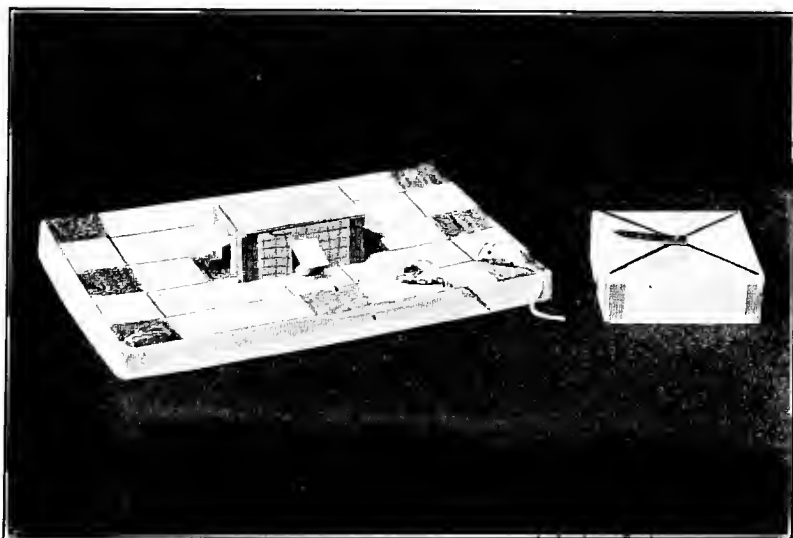
Did you ever have a little dog? And *did* he ever run away? Mercy me! Unless your little dog is a wooly pussy-cat creature, he probably does run away! If he doesn't come back, you run after him to find him don't you? You whistle AND you whistle! You ask along the way, "Oh, have you seen a little dog anywhere about here—a very handsome little dog?" Maybe, somebody says, "Why, yes, he just passed this way. He wagged his tail adorably at me and wanted to make friends." Or else they *may* say, "Seems to me there was a horrid dog about here! He chased our black cat up a tree. I don't care to know where *he* went."

So, you go on and on hunting for your little dog—and you find him, too, I hope! He barks joyfully when he sees you, and the two of you go home together very happy.

Well, here is a game made with a Box Hund. He



The Game of Little Box Hund Played with the Dog that is Cut from Half an Oblong Candy-Box and is Colored with Crayons.



The Game of Mousetrap Made with an Oblong Cardboard Box Cover, a Small Cardboard Box, Button-Molds and Cardboard Mice.

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may be *your* little dog, if you like. He has a dreadful way, however, of running off to hide. He simply never *will* come when you whistle! (My dog's name was Boxy. That was because he was a Box Hund, you know. You may name your dog anything you like and you can have one like Boxy if you have an oblong candy-box from which to make him.)

This is how you do it: Color the lower half of your candy-box all over with your brown or black crayon. Then, at right and left of each corner, cut a dog's foot and leg. Cut out the cardboard left between these and you have a Box Hund's body.

Take a piece of cardboard—perhaps the cover of your box—and draw upon this, a head and neck as nearly like mine doggie's as possible! He iss a gute doggie. You cannot haff one better! Give him a pink nose tip, by all means, and a fine affectionate brown eye, AND a big floppy-floppy ear.

Cut this head from your cardboard, coloring each side afterwards, and after making a slit through the top of your Box Hund's body—a long narrow slit cut with a dull knife—slip the neck of the Box Hund down into this so that it stands firmly erect.

As for a tail, I hope you can make *that!* It is simply a curved bit of cardboard placed at the other end of Box Hund's body through another slit in the cardboard.

And now for the game!

You have often played Hide the Thimble in-doors, haven't you? This game is played out in the garden

THE GAME OF LITTLE BOX HUND

or around about the house, if you don't make too much noise. In this game of Little Box Hund, any number may play. The Little Box Hund runs off with the one who is *it*. The other players have to count up to two hundred by one. When ready, call, "Coming," and start to hunt for Boxy.

You may ask, "Did a little Box Hund go past here?" The answer may be from *the one who knows* either "Yes" or "No." The information may be given in any roundabout way you can think of: "I saw a dog with a red ribbon on. He passed this way barking at an automobile." The information must always be clear so that those who are hunting may have a clue whether, in game language, they are *hot* or *cold*.

The first to find Boxy may be the one to hide him next time. And you may play as long as you like.

Certain rules must be observed.

Boxy, being a dog, cannot climb a tree.

Boxy may not be buried under anything because that isn't fair.

Boxy must be placed behind something or near something that hides him from conspicuous view.

If the game is played in-doors, he may not be shut into a drawer or put upon a shelf. No Box Hund would be able to do either of these things. He must be able to get into the chosen place, just as any proper dog would.

I hope you will like Boxy. I do.

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O where, O where has my Little Dog gone!

O where, O where can he be?—

I've whistled! I've called—but he will not come back!

He's a naughty Box Hund don't you see!

THE GAME OF MOUSETRAP

Material Required to Make the Game of Mousetrap: half of some box about twelve or fifteen inches long and about eight inches wide, one smaller box about three inches long by two inches wide, a piece of cardboard and some string, a bit of clay or plasticine.

For counter use the half of a medium-sized round box or a square one. A bit of cardboard makes the indicator-hand for this counter. It revolves upon a pivot made with a round paper-shank, a long nail, or a long bent pin.

Tools Needed to Construct the Game of Mousetrap: crayons, ruler, scissors.

Mrs. Mouse has a game of her own. Maybe, you know it: she is very quiet about it and she says nothing; nevertheless, she does get away with the cheese in the mousetrap! If you were Mrs. Mouse, do you think you would be so clever? It really is quite a game and, if you like, you may try it. Here is the game of Mousetrap and you can make it with the halves of two boxes and play it with Mr. and Mrs. Mouse.

Find the half of some good-sized oblong cardboard

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box. Divide its width into five sections with lines similar to these in the diagram.

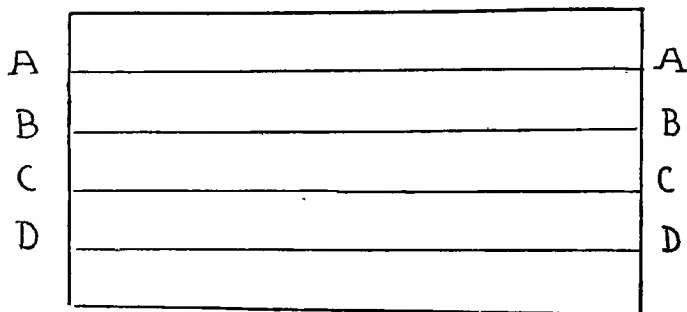


Diagram for the Game of Mousetrap

Draw the line *A-A*, then, the line *B-B*, the line *C-C*, and the line *D-D*.

Do this in pencil and then repeat in dark crayon—preferably in black crayon, if the divisions are even. Rub out all marks except those of the lines that are perfect.

Next, cross these lines to make squares about two inches in length at either end of the box as the line *E* and the line *H*.

After this, draw the line *F* and the line *G*.

You will need to color the corner squares on the box and all squares marked with small *x* on the diagram. These give the divisions of the board meant for moves in the game.

You will notice that in the picture of the Mouse-trap Game, I have divided my middle spaces as the dotted lines show in the diagram.

THE GAME OF MOUSETRAP

E	F	G	H
x		x	x
x	⋮ x		x ⋮
x		x	x

Diagram for the Game of Mousetrap

Color these with your dark crayon also.

After this, you will need to make your mousetrap. It is just a make-believe one, of course! It is made from any small oblong box you may have that is deep enough to cut as that of the illustration is cut in the rim. Two slits in this box-rim—then turn them up. And you have the trap-doors or holes in which to place Mrs. Mouse's CHEESE.—(Wee-wee! Sniff! Nibble! Wee-wee-wee!)—Bend the cardboard cut, upward to make the openings, and see that these come about at the center of each side of your small box's rim. Place this "trap" on the box cover and there is the game-board quite complete!

Mr. and Mrs. Mouse may be cut out of cardboard. Mr. Mouse is colored black. Mrs. Mouse is white. The mice should be about an inch long. Their tails may be longer. These are just bits of string. If you have some plasticine or clay, with it you can—if you think it would be fun to do so—make

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small standards to hold Mr. and Mrs. Mouse upright.

Buttons may be used in place of cardboard figures of Mr. and Mrs. Mouse, if you prefer. One dark one and one light one are needed. At the opening of all trap-holes, a bit of "cheese" is placed—this may be a small white button-mold, a white pebble, or a small bone button, smaller than the men used, if they are buttons. (Four pieces of "cheese" are used, one at each entrance.)

The counter is the half of some small box, either round or square. It should be about three or four inches across its top. Divide the base that is free from printed matter with a crisscross making four equal sections. Color opposite sections so that the light one and the dark one alternate. The light sections stand for play on light squares of the game-board. The dark sections stand for play on the dark squares of the game-board.

A spinning indicator-hand must be cut for the counter from a piece of stiff cardboard. Cut it about a quarter-inch wide and not quite so long as half the width of your box.

Fasten the indicator-hand at the center of the box-counter with a round wire paper-shank. Do this loosely so that the hand will turn easily and spin well.

HOW TO PLAY THE GAME OF MOUSETRAP

Two may play this game.

Count out for beginner.

THE GAME OF MOUSETRAP

The beginner makes choice of his mouse.

Play is made in turn by spinning the hand of the counter.

You must turn to a dark section before your mouse may be placed on the game-board. Then, take the corner nearest you. A light division of the counter must then be turned and the mouse placed on the next square (a light one) going toward the left around the game-board. When a forward move is made, the color of the square on the game-board must correspond to the shade indicated by the counter. Other plays are forfeited for one cannot use the moves given.

When a player's mouse has been once around the game-board and returns to its starting square, it may, after this, try for "cheese."

In order to secure "cheese," a mouse may move toward any space that brings him closer to the trap. He must always move as the color on the counter directs. When he cannot make a move given him, to a dark or light section of the board, that turn is forfeited.

A mouse may secure "cheese" by resting upon the square that opens on the trap's door. He must rest there till he turns the same color on the counter as the space upon which he stands. (If in three turns, he cannot do this, he is said to be "caught." He must then stay where he is till he can turn to black on the counter twice running.)

After a mouse has taken the "cheese," or after he is

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released, after "caught," he goes off the game-board again and starts as he did at first, going around the board toward the left. Play proceeds this way till all "cheese" is taken from the trap.

In case of a tie, add another piece of cheese and another round to the game. The winner is he whose mouse is most successful with the cheese!

Mr. Mouse, Mrs. Mouse

(Wee—wee—wee)

When you come to my house,

You'll have cheese for tea!

Mr. Mouse, Mrs. Mouse,

The trap is set right here—

But it will never *catch* you—

You really need not fear!

THE ALICE IN WONDERLAND GAME

Material Required to Make the Alice in Wonderland Game: a box or box cover of cardboard—one about thirteen inches by seven, maybe larger; a spool, a bit of cardboard, some plasticine, two pebbles (one dark and one light); the half of some small oblong box about two by three inches in size; a penny-doll, a rabbit tumble toy; some flowered wallpaper, if you happen to have a bit.

A counter for the Alice in Wonderland Game is made from a cardboard box about four inches square. A small piece of cardboard forms its indicator-hand. A rounded wire paper-shank is needed to fasten this to the box so that the hand turns easily to spin upon it as a pivot.

Tools Needed to Construct the Alice in Wonderland Game: ruler, scissors, crayon—perhaps a bit of paste.

Wouldn't you have liked to go down the Rabbit-Hole with Alice? It would have been such fun to see the Rabbit skurry past— "Oh, the Duchess! The Duchess!" And he would have disappeared through that magic little door into the garden, maybe! But if you cannot really go to Wonderland, at least you may have the fun of trying to reach there

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in a game, and you may make the game all yourself. You will need the cover or lower half of some oblong cardboard box. This should be at least thirteen by seventeen inches in size—and you may use even a larger one.

If you use the cover of a box for your game, and should there be print upon it, paste some brown wrapping-paper over the entire top of your cover and carefully trim the edges even with the box rims. Let it dry before drawing the lines with crayon that form the spaces for moves upon your game-board.

Measure a side of your box cover with ruler or tape-measure. Divide this number by eight. This will give you the number of inches required for each space along the margin of your game-board. Mark off these. At the center of each end of your board, mark off a square the same in width. (Never mind if spaces to right and left of this are not the same in size.)

Color every other square on your game-board black. There should be an even number of squares.

With ruler, mark off similar squares such as you have around the rim of the game-board so that these go across the board, lengthwise, at the very center. At *A*, the sixth square, stop. These squares must be colored black to correspond with the others. Color every other one.

Next, taking your green crayon, color all space between these middle squares and the outside ones. The space directly back of *A* must be filled in with

THE ALICE IN WONDERLAND GAME

green too. This is the Garden to which the magic little door led. Before it, you will remember, there was a glass table and upon it was a bottle labeled *Drink Me*, and *Eat Me*. You will need to make the little door that leads into the Garden and in place of a glass table, you may use a spool that has a round of

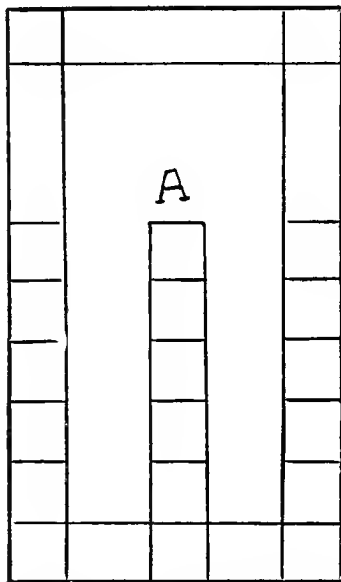


Diagram for Alice in Wonderland Game

cardboard pasted over its top. *Eat Me* is a round white pebble—which you use, of course for play (and which nobody but a homely ostrich would ever think of eating). *Drink Me* is a black pebble. (A white bean and a red bean may be substituted, if cook has them in the kitchen.)

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To make the little magic door, take some small cardboard box about two by three inches in size. Upon its top, draw a small door with your crayons, so that the lower half of the door is identical with the end rim of your small box. Then, cut this door at top, down one side, and across the base. It will be a real little door then. You may easily open and close it, but it must be left closed till you or the White Rabbit have a chance to go through into the Garden beyond.

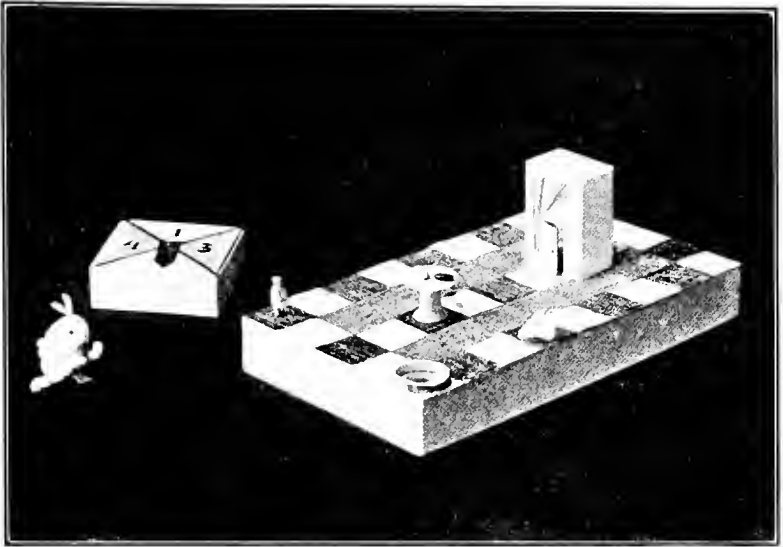
After the door has been made, draw and color a crimson curtain looped back at the side of the box. When you look at your Alice in Wonderland's famous pictures, perhaps you will see a curtain at the side of the little door like this.

All is ready now except the little table. Make this with an empty spool placed on end. Glue this, when finished, to the second dark square that is in the line across the center of the game-board leading to the magic little door.

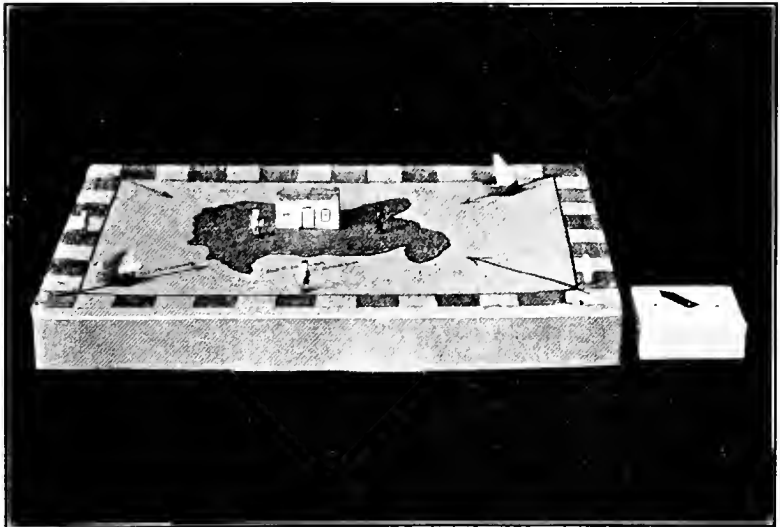
If you wish to have a pretend Rabbit Hole for Alice and the Rabbit to *pretend to* skurry through, a small round pill-box cover will suggest the play. It should be placed on the game-board at the right-hand forward corner. Glue it in proper position.

Alice is a penny-doll made to stand upright by being placed in a bit of plasticine or clay that holds her feet and forms a standard.

The Rabbit may be a tumble-toy, or a china rabbit, or a rabbit cut from cardboard and placed like the



Alice in Wonderland Game Drawn on a Shoe-Box Cover. Maybe *You* Will Go Through the Little Door into the Garden!



The Game of Peter Pan Drawn with Crayons on the Lower Half of a Cardboard Shirtwaist Box and Played with Penny-Dolls for Peter and Wendy, and the Lost Boys.

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one in the picture of the game upon a standard like that used for the doll, Alice. This rabbit is upon the squares of the game-board at the right of the picture.

A counter made with some small round or square box will be needed for playing the game. Turn it over and draw a crisscross upon its base so that the surface of the box is divided into four equal sections. Number these *1, 2, 3, 4*.

Cut a cardboard indicator-hand a quarter of an inch wide, pointed at one end and cornered at the other. It should be less than half the width of your box. Fasten it at the center of your box-counter using a round wire paper-shank. See that the indicator-hand turns easily upon this pivot, so that it may spin swiftly, and then the game is ready to play.

HOW TO PLAY THE ALICE IN WONDERLAND GAME

Two may play this game.

Count out for beginner.

Play is made in turn.

Play begins at the Rabbit Hole and goes about the game-board squares till it comes to the portion which leads toward the Little Door.

A count of *1* turned upon the counter entitles a player to enter the game. This he does by placing his figure of Alice or the Rabbit in the Rabbit Hole which is at the right-hand forward corner of the game-board.

THE ALICE IN WONDERLAND GAME

When a player reaches the square before the little table, he is supposed to have the little key to the door. If he turns 2 on the counter it is *Drink Me* and he shuts up like a telescope to go forward, next turn, through the Little Door into the lovely garden.

If a player passes by the table, he must go back ten squares and try again.

If a player turns 3 upon the counter when on the square before the table, he takes *Drink Me* and curiouser and curiouser—opens up like the largest telescope that ever was (Good-by feet!). THEN, he has to go back fifteen squares and try for the table and *Drink Me*.

A player must go through the Little Door on the exact count needed to pass through, the door space counting *one*. Turns which do not give an even count are forfeited.

The first to go through the little door and reach the Garden wins.

It may be that you will have other toy figures that will work into this game—a tumble-toy for the Mad Hatter, another for The Duchess. Then four may play the game with the same rules. No two figures may ever rest on the same square.

I have been down the Rabbit Hole,
I've had a jolly play
Pretending I was *Alice*
In a game I made to-day:

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I went into the garden,
I saw the Duchess there,
But as she was a china doll,
I really didn't care!

THE GAME OF PETER PAN

Material Required to Make the Game of Peter Pan: the lower half of a large box about twenty-four inches long and from fifteen to eighteen inches wide, a small cardboard box about an inch long, some tiny doll-figures such as are commonly known as "two for a penny birthday-cake dolls," the two halves of a walnut.

A counter is quickly constructed from a small cardboard box about three inches square. Its indicator is made with a bit of heavy cardboard and a rounded wire paper-shank is used for the pivot upon which to spin this.

Tools Needed to Make the Game of Peter Pan: ruler, crayons, a bit of plasticine or clay.

Surely, *you* have read the book called *Peter and Wendy!* Maybe, even, you have seen the play of *Peter Pan!* Peter Pan, you will remember, was a boy who did not want to grow up to be a man. He wished to stay a little boy always so he went to the Never-Never Land and became a fairy. The Never-land was a beautiful island where there were Pirates, and Indians, and Mermaids. Peter, and Tinker Bell, a little lady fairy, and all the Lost Boys, lived there. The story tells how Wendy and her brothers

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went to the Neverland with Peter Pan, and how they built a house in which to live. Such adventures as they did have!

And do you remember the crocodile? He swallowed a clock, and it frightened everybody to hear that dreadful sound—tick-tick—because then they knew that the crocodile was coming! Really, it must have been jolly to go to the Neverland with Peter Pan! Perhaps, you would like to play it some day—so here is the game of Peter Pan, and you can make it all yourself! (I wish that the Lost Boys knew how to make games out of boxes—they'd enjoy doing it so much! If you ever go to the Neverland, really and truly after you are asleep at night, be sure to tell them and don't forget!)

The game of Peter Pan is drawn upon a large cardboard box. The under side of a large one that has been sent home from a big department store is free from print and may be used. Turn it over and draw upon it with your black crayon.

First, mark off an inch wide margin all around the edge of the box next to the rim. Using your ruler, mark this margin off into squares each about an inch wide. Make the squares come out as evenly as possible. When you come to mark the last division, let it be larger than the others rather than too small. If you are careful, you may make all squares look about the same size.

Color two diagonally opposite corner squares with blue crayon.

THE GAME OF PETER PAN

Color every other square, alternating with white blank squares, in this order: red, black, green, yellow. Red stands for Indians. Black stands for Pirates. Green stands for Crocodile. Yellow is Peter Pan's and Tinker Bell's square, and is the best of all except the blue square that stands for the Neverland's Wendy House.

In the center of your game-board, draw your Neverland. Make it any shape you think it should be. You may arrange it with the help of your story-book, *Peter and Wendy*, making it quite like a map. Color the Neverland green.

And now wish for the Wendy House and find a very small box about an inch long:

"I wish I had a pretty house,
The littlest ever seen,
With funny little red walls
And roof of mossy green."

The little box will be this house! Surely! Color it with crayons and place it right where it belongs upon the Neverland. It is the Wendy House. You may cut its little door so that it will open and close. Cut the top of the door. Cut down one side. Cut the base, and then bend the cardboard you have cut outward. This makes a real door to open and close.

With three pennies, you may buy little figures for playing this game—six little dolls such as are sometimes put into birthday cakes.—They come two for a penny. You can buy them at any toy shop.

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Next, make six bits of balls from some clay or plasticine. Press the feet of each doll down into a ball and press the plasticine around the feet. Stand each doll-figure on some table with a bit of pressure of the fingers and there you have a Lost Boy or Peter himself!

You may color your figures, if you like. Use your crayons. Peter Pan is dressed in green. Tinker Bell is Yellow. Slightly Soiled is brown. Wendy is red. Curly may be violet and Nibs may be orange.

And the Neverbird's Nest must not be forgotten! The two halves of a walnut shell make this. It may have a sail, if you care to make it—just a bit of paper and a pin!

In order to play this game, you will need to make yourself a counter. A square box about three or four inches in size may be used for this. Taking your black crayon, mark a line from corner to corner diagonally across the box and make a similar one from the other corner. Number each section *1, 2, 3, 4*.

HOW TO PLAY THE GAME OF PETER PAN

Place the little figures of Peter Pan and Tinker Bell inside the Wendy House.

Count out for beginner, using the verse about the Wendy House as a counting-out rhyme.

The beginner chooses his name and figure. Others follow in order. (Two or three may play the game.)

The object of the game is to reach the Neverland and

THE GAME OF PETER PAN

get into the Wendy House with Peter and Tink. The first to do this wins.

To begin play, one must turn 1 upon the counter. Then the figure that represents the play is put upon a blue corner square. Upon the next move, it goes as the counter directs moving from right to left. Next, it goes as the square upon which it stands may send it.

Red squares (meaning, "Indians! Look out!"), send one hastening forward three squares.

Black squares stand for "Pirates!" Go back five squares.

~~Green~~ squares—Tick-tick!—mean "The Crocodile is coming!" If you land on a green square, fly to the Neverland and hide behind the Wendy House. Stay there over one turn and, on your next, start out upon a blue corner square and move toward the left as you did at the start of the game.

Yellow, being Peter's happy color, sends you to the nearest blue corner square where the Neverbird's nest is waiting to take you safely to the Neverland, if you can obtain the count of 1.

Stay in the Neverbird's nest one turn. Next turn go to the Neverland.

When you have reached the Neverland by means of the Neverbird's Nest, you cannot enter the little house till you turn 1 again! (If you *do* obtain the count of 1, you go into the Wendy House to be with Peter and Tink—and, as this was what

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you were trying for all along, you win the game!

In the picture of the Peter Pan Game, I placed the Neverbird's nests at the two blue corner squares. The arrows just mean that everything points to the Neverland, you want to be there so much!

If your game-board should be larger or smaller than that which directions call for, you may have your color squares come out unevenly but you can *play* just as well that way—so go ahead!

I made a little Wendy House
With windows and a door,
I placed it in my Neverland
Upon my play-room floor:
An' then, I played with Peter Pan—
An' Peter played with me—
We had a very jolly time,
As *gay* as it could be!

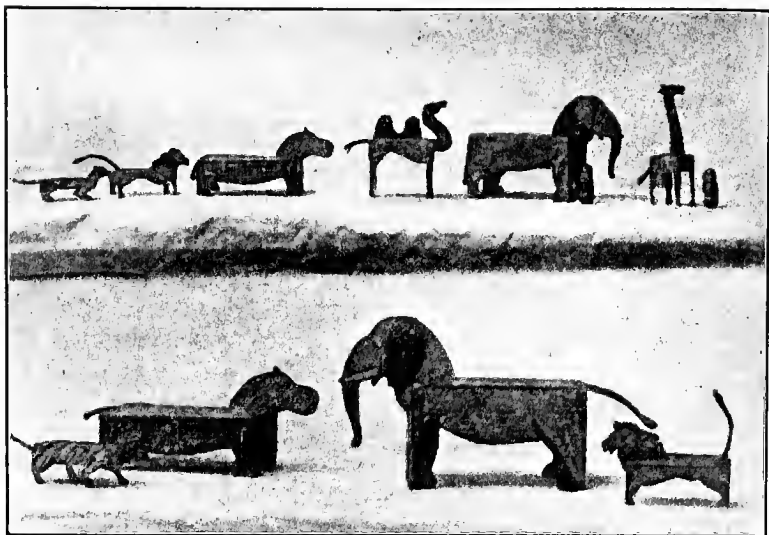
THE JOLLY GAME OF ZOO

Material Required to Make the Game of Zoo: two boxes such as are used for packing large-sized correspondence-cards. These make two elephants and two hippos; the two parts of a blacking-box or similar box with cover, for two giraffes; two small sample candy-boxes for lions and two others for tigers; two boxes with rims about four inches deep and about four inches long may be made into camels. You should have two cages made from shoe-boxes. Score is kept with a cupful of white beans for "money."

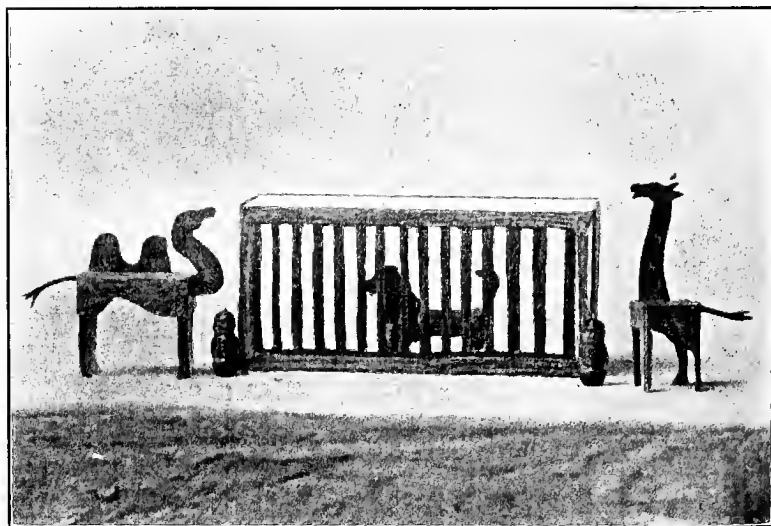
For play, a counter, made from a small box about four inches square, will be needed. You have seen just such a counter in other pictures of this book. It must be divided into four equal sections and each section must be numbered *1, 2, 3, 4*. An indicator-hand must be cut from heavy cardboard for this counter. It spins upon a round wire shank as a pivot.

Tools Needed to Make the Game of Zoo: crayons, scissors.

Wild animals are the jolliest kind of play that I know anything about. They never bite and they never scratch—at least mine never do! How could



The Animals for the Zoo Game.



The Zoo When It Is Completed.

THE JOLLY GAME OF ZOO

they when they are just made from cardboard boxes? You may make animals like these and play a game of Zoo with them. Really, you may use almost any box that has deep sides.

My elephant is made from the upper part of a large correspondence-card box. The hippo was made from the lower half of the same box so, maybe, I'd better begin with him, though I *do* think that elephants are more interesting! To make the hippopotamus, I turned over the lower half of the correspondence-card box to bring the top at the bottom. Next, I went to my large dictionary which has pictures of animals, as all dictionaries *should* have, and I looked to see what sort of a head Mr. Hippo has. Then, with pencil, I drew a hippo's head on a thin piece of box cover. I tried to make the head fit the size of box that I intended to use for my hippo's body.

When the head was drawn, I cut it out with scissors and colored it on both sides with crayons. The hippopotamus should be a grayish black. My elephant—dear beastie—was blackish gray. The lion was brown. The giraffe orange with brown spots. The tiger was yellow and black.

I cut the lower half of my correspondence-card box at each corner of the rim making stubby legs and I removed the cardboard of the box rim that was between them, snipping evenly with my scissors. Then, at one end of the box, I made a slit in the cardboard top and slipped the neck of the hippopotamus down

THE COMPLETE PLAYCRAFT BOOK

through the slit. I added a straight bit of cardboard tail to the other end of the body in the same way.

Really, the elephant was made in much the same way. First, I drew his head, colored it, cut it out, and colored the other side. Then I cut his pillar-like legs, making his body. THEN, I cut a slit lengthwise in the front top of the body and slipped the neck down into it. I cut another slit at the rear for the tail and put it into place. Then, I colored my elephant's body, too, of course.

My camel—it *is* a camel because a dromedary has only one hump—was cut from a deep box that was about three inches and a half long. I cut his legs thin and cornered as I cut my other animals' legs—but the camel's were longer and thinner. The humps were pressed into a slit at the top of the box after they had been drawn and cut out and colored. (My camel was a sandy brown color.)

Be very careful when you place your camel's head, to put it in a slit that is made in the forward box rim and not at the top of the box! You see, Camel has such a curving proud neck that this *has* to be done—AND, if you didn't do it, the slit for Camel's neck would probably be the death of your cardboard beast when you made the slit for his hump. He'd probably tear right through his top—and you'd have no camel at all! The tail is easy. Cut it and slip it in the back of the box.

My lion came from half a sample-sized candy box—the kind that is sold for ten cents. He was quickly

THE JOLLY GAME OF ZOO

made—merely legs cut from the lower half of the box-rim, head drawn and colored with a heavy mane, tail cut and colored both sides, then slipped as the head was slipped, into the proper slit made for it at the top of the box body. And there was Mr. Lion! No fuss, no glue—just FUN!

My giraffe was made from the lower half of a blacking-box. His front legs were longer than his rear ones. His head had a long long neck and his tail was short and thin with a switch at the end.

Tiger was different. *His* legs had to be cut so that he would look as if slinking along. I cut them just from one box-rim and not cornered. They had to look as if he would be ready any minute to crouch for prey. If you look at the picture of him in my Zoo, you'll see what I mean.

To play a game with these animals, there should be two cages cut from cardboard shoe-boxes. Turn a shoe-box on its side and cut the bars on the part of the box that was the bottom. Color the cages black with your crayons.

And now you are ready to play the game of Zoo. To play it, you must have at least five animals.

Place the animals and cages on the table or on the floor where you want to play and you're ready.

HOW TO PLAY THE GAME OF ZOO

Two may play the game. Count out for beginner. Play is made in turn.

Number each animal: elephant or elephants, 9;

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tiger or tigers 8; lion or lions 7; camel or camels 6; giraffe or giraffes 5; hippo or hippos 4.

A player spins the counter. If he obtains 4, he can have a hippopotamus for his Zoo. Otherwise, score is kept and numbers are added till the proper number may be in some way obtained from several plays. (White beans may be used for money, the counter giving one just so many. In this case score with paper and pencil is not needed.)

When a player has three animals, he must try for a cage which is 12. The first to obtain three animals and a cage for his Zoo is winner of the jolly Zoo Game.

I never would have guessed—would you—
That one might really make a Zoo
AND animals that make one laugh,
By cutting boxes—just a half!
(My elephant may seem quite flat—
He's not responsible for that!)

THE GAME OF BOX TOWN

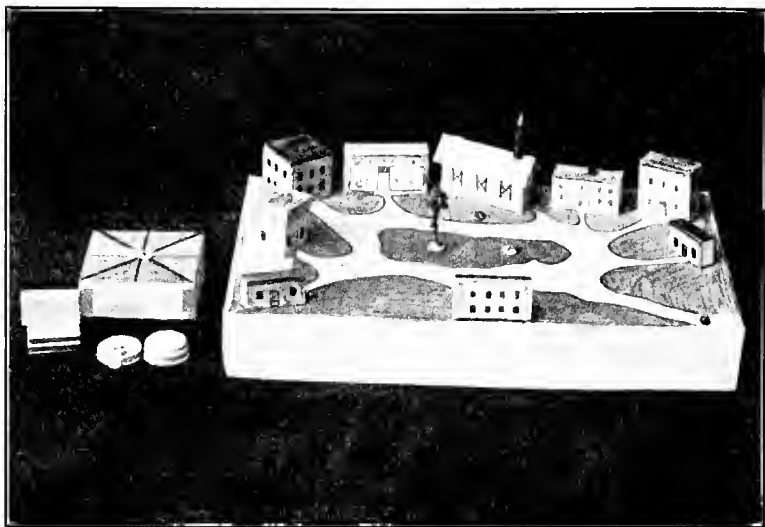
Material Required to Make the Game of Box Town: one long box cover about twenty inches in size—oblong or round, or square—also about nine or ten tiny boxes such as jewelers and druggists use.

A small box counter is required for playing the game. Very small black and white glove-buttons or small button-molds may be used for men to play the game. Should you prefer, birthday-cake dolls can be used placed upon plasticine standards.

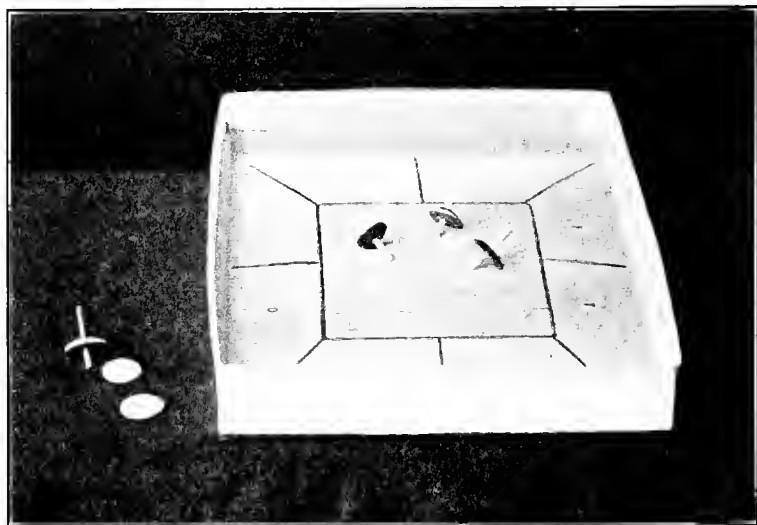
Tools Needed to Make the Game of Box Town: crayons and mucilage.

Little Box Town is a very real little village. There are cottages, and residences, and there are a church, and a store, and a livery-stable. All of them are made by marking very small boxes with black crayon. You would never think that a village could be made like this but it is easy to make one.

The little boxes that you use for the work may be collected—square, oblong, any shape except round. Stand the box up and draw windows and doors on its sides. The top of each box may be colored with red or brown crayon to represent a roof. Little green vines may be made to cover the cottage fronts. This



Little Box Town Game Made with Tiny Boxes.



The Game of Hundred Made Inside a Large Box Cover and Played with Button-Mold Tops.

THE GAME OF BOX TOWN

is done by using green crayon, of course. All the little buildings may be placed upon a large box cover and with them you may make the game.

Your largest box should be the church or store. The church has a steeple that is made by poking a pencil-end through the top side of the box you have drawn upon. The point should be upward to form a spire. Fold a narrow piece of cardboard that is cut somewhat longer than the length of your church building. Cut a hole for the spire to run through and place this over the top to form a roof.

The store should have two large display windows drawn upon its front.

The hotel and livery stable should be marked out in proper manner also. All little buildings should be named: you may call them the church, the store, the hotel, the parsonage, the livery stable, Mrs. Brown's home, Mrs. Jones' house, Cousin Binkie's, the washwoman's cottage, and so on.

To make the game, place all little buildings around the side of your large box. If you look at the picture, you will see exactly how near the edge of the box cover they should go.

Take your black crayon, now, and draw a road that leads into the village at one end of the box. You will see this at the right of the picture where I have placed the two big beads.

After this, draw similar roads leading from each little box-building to join a center road that goes about a village green. Color the roads light brown

THE COMPLETE PLAYCRAFT BOOK

and the rest of the box-top color green. Glue each building in place carefully so that it opens directly on its own private roadway entrance.

You will need a counter to use in playing the game. It is made with a small square box upon which divisions have been marked off with black crayon. Draw across the box from corner to corner, and from center of one side to center of the opposite one. Number each section in series up to seven and place zero on the eighth section. Numbers cut from a calendar-pad may be used by cutting them out square and mounting them on each section.

A cardboard indicator-hand should be cut from heavy box cover and made to fit the size of box you use. Fasten it at its square end by running a round-sided paper-shank through it down into the counter-box exactly at the center. Be sure that the counter-hand revolves easily on this pivot.

Small buttons are used in playing the game. Button-molds that are small may be used also—or, maybe, you may like large rounded kindergarten beads. Each player's figure must be of a different color so that each may readily be distinguished.

The game is a real little "trip to town" with many calls and errands to be made. One *must* go to call on Cousin Binkie; one must go to the store, one must call on the washwoman to engage her for work, one must stop at the parsonage. All your little buildings, you see, must be very clearly defined by name.

Start for the game is made at the corner where the

THE GAME OF BOX TOWN

road leads into the village. You must have the count of *one* turned on the counter before you can place a man at the beginning of the game where you see the bead in the picture. Each road-opening counts as *one* from where you are. As the buildings are placed in my game, if you should turn *three* from the start, you would go directly to the parsonage to make your call and pass right by the washerwoman's log-cabin. You would have to go on around the village till you were able to turn into the proper places—those named. When you "turn in" leave your button at the entrance near the little building.

The first to do all errands in Little Box Town may go "home" and out of the game, provided he can have the exact count to carry him out. Otherwise, he goes around **AND AROUND** the village green, stopping by the way. The one who goes home first wins.

HOW TO PLAY THE GAME OF BOX TOWN

Count out for beginner.

Play in turn. Each player's move is indicated by use of a small colored button.

Count is given by spinning the indicator-hand of the counter.

To enter the game, a player must turn *1* on the counter.

Play is always made toward the right in entering the game. It proceeds thus around the board.

Turn in where the counter directs you.

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One must call at the parsonage; one must go to see Cousin Binkie; one must stop at the washer-woman's cabin; nobody can win without having accomplished these three important errands.

An even count is needed to carry a player "home."

No player may go home till he has done all the "errands" assigned.

The first to go home wins.

Although I really *am* grown-up,
I like to spend the day
In going up to Box Town:
It is a game to play.
I call on Cousin Binkie,
And I have some jolly fun
A-running all around The Green
Until the game is done!

THE JOLLY GAME OF HUNDRED

Material Required to Make the Game of Hundred: one large box cover either round, or square, or oblong. A large button-mold—or two or three other button-molds, if you have them,—also some short ends cut from burned matches.

Tools Needed to Make the Game of Hundred: crayons.

It takes but a few moments to make the Game of Hundred. Find some large box cover about fifteen inches or more in size—one not too narrow, if oblong. Find also some large button-molds and sticks that fit through their holes.

The game is played on the surface of the inside box cover. If your box cover is round, draw a circle in its center that is about half the size of the whole. Divide the space that is around the rim into eight equal sections. Outline these with black crayons.

Number each section in series up to eight, counting the center square zero. If you like, you may cut numbers from some old calendar-pad and paste these flat upon each section of your game-board.

To make a top for spinning, thrust a short stick through the hole of a button-mold so that it is firm. Twist the top of the stick between your thumb and

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forefinger and then let go. The top will spin and will finally drop with its point upon some one section of the game-board. This gives you your count in the play. Keep players' scores with pad and pencil after each play. The one to make the full sum of ONE HUNDRED or over, *first*, wins.

If you wish, two tops may be spun at once, starting one immediately after the other. This makes a more rapid game and is more difficult.

HOW TO PLAY THE GAME OF HUNDRED

Any number of persons may play. Count out for beginner and order of play.

Play in turn. Keep the score with paper and pencil. The first to make the sum of One Hundred or over wins the game.

When your top rests in the *center*, it gives you nothing.

If you wish a short game, place the winning count at a smaller number than one hundred. Good luck to you!

Spin, spin, Little Top!
Spin a number and then stop;
Twirl and spin, and spin and twirl;
Spin for every boy or girl—
Spin and spin and spin and SPIN—
Oh, I know you'll let *me* win!

FUNCRAFT PARTIES

THE PARTY MADE FROM ALMOST NOTHING AT ALL

It was in the morning that Nimblefingers, Happy Thought and I had decided to start a party. We found out that Carol, Dorothy, and Richard could come. That would make a party of four. (I count the fairies and myself as *one*, you know.) I told the children to come dressed in costume. It *sounded* something like Cinderella's ball but the costumes were mostly things we had worn at school entertainments. Carol's dress was made for a Butterfly Drill. It was green crêpe paper sewed onto an underslip. Paper butterflies had been pasted here and there all over it. Dorothy went to Kindergarten and didn't have anything but a Hallowe'en cap and an Indian play-suit but we thought she could wear a wreath of some artificial flowers that she had and with a pink gingham dress and a little bouquet, her costume might represent Spring. Richard had an apron that he used in school in manual training class, carpentry. He carried a hammer and said he was in the costume of Carpenter. (If Eleonore could have come, *she* had a costume of a woodnymph, and if Marjorie had been at home, *she* had a fairy dress with gauze wings that she might have

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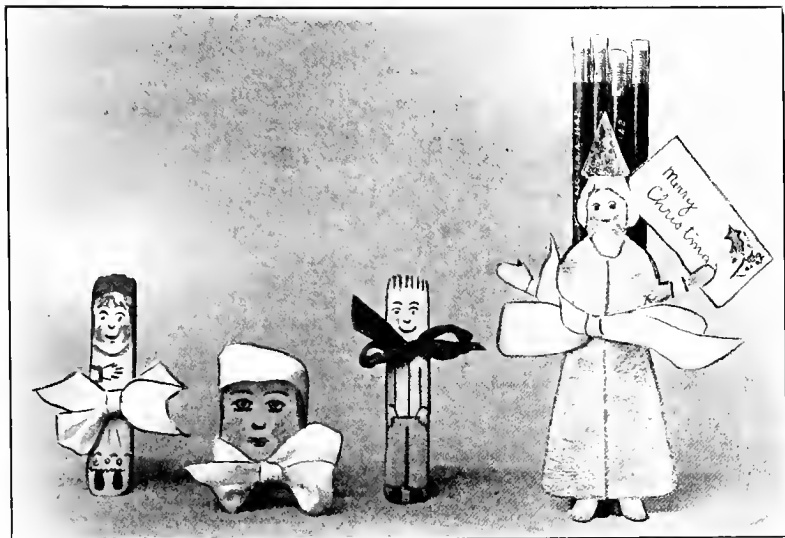
worn. And if Francis had come with Eleanore, she could have borrowed a Puritan costume that Richard's sister had.)

One can make up a party costume very easily. Even newspapers will be useful, if there is no cloth; but I won't tell you about newspapers yet because that is going to be a party all by itself and I'll keep it for a surprise later on. I will tell how Nimblefingers taught me to make masks, too.

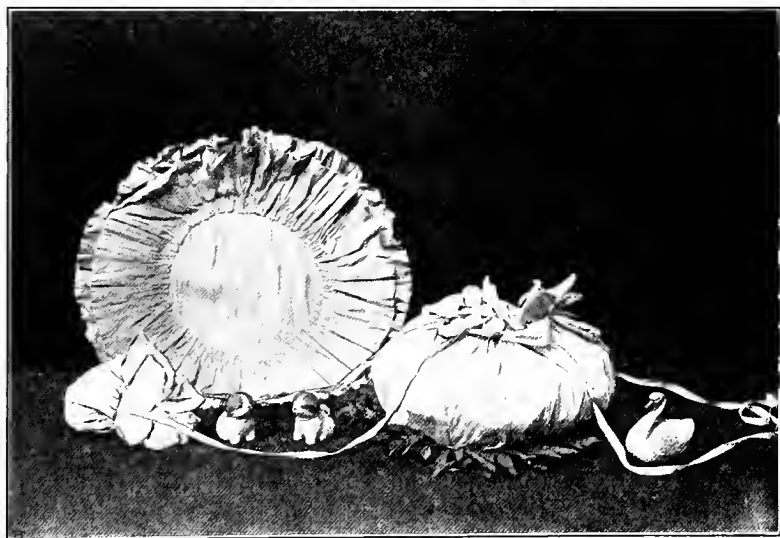
As this was to be my first lucky funcraft party, Mother let me make some lemonade and have some cake. I am going to show you in a picture how pretty our party table looked. You will see in the center of the table the Jack Horner Pie that had four of my little plaything toys put into it for party favors. Shall I tell you how to make it?

First, cut a nine-inch circle of cardboard and make another exactly the same size.

Next, cut two strips of soft green crêpe paper each about a yard and a quarter long and one wider than the other by a half inch. Take some paste and, after you have covered the circle neatly with the same shade of colored tissue crêpe, gather the strips of paper, beginning with the wider one to start, and pasting the edge around the upper cardboard crêpe-covered circle. Afterwards, gather the other on top of it and you will have made a ruffled flat centerpiece on which to rest your Jack Horner Pie. (If you like, you can do without this bit of decoration and use just the Jack Horner Pie to stand alone.



Party Prizes that Anybody Can Make for Fun.



A Jack Horner Pie Made Like a Bag with Crêpe Paper.

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The ruffled circle just adds style. At an everyday fun party you may not need it though it is well to know how to make a table unusually lovely—and you can add this touch to its daintiness some time for a special birthday party where there is to be ice-cream, maybe, and where Mother and Cook plan the things to eat.)

The Jack Horner Pie itself is just a broad strip of pink crêpe paper about twelve inches wide and a yard long. Paste the two ends together and make a bag after you have gathered and pasted the strip around two cardboard circles as you made the ruffle. A strip of dark green crêpe paper cut six or eight inches wide and snipped irregularly into points may be pasted under the base of the bag to make a finish and suggest the green leaves of a big pink flower.

The favors that go into a Jack Horner Pie are usually little toys. One might use lollypops. One might use paper snappers and party caps, if one wanted to, inside. Sometimes, if Nimblefingers has no toys to use as favors, she cuts jokes out of papers and lets the party guests read them.

I suppose you know how the Jack Horner Pie works: there should be a little gift for every one who is asked to the party. Each little gift is wrapped in tissue paper and a long ribbon is tied to it. The ends of these ribbons are outside the pie. At a given signal, "One, two, three!" everybody must pull hard, taking a ribbon end. Then out come the surprises!

PARTY MADE FROM ALMOST NOTHING

Oh, don't you think that *that* is fun!

Nimblefingers said that it was the nicest thing she knew. I thought so, too.

Carol, Richard and Dorothy came over about half-past two that afternoon. They wore their party costumes and I was the hostess. I showed them where to take off their wraps and then I told them about the everyday luck that was finding fun everywhere in the things that were right at home. I told them about my clovers—by that time the play fairies had flown away and hidden but I told the children about them just the same. Carol and Richard and Dorothy at once said that they were going to look for fun the same way and make a party and ask me to it, too!

We hunted for the paper clovers that Nimblefingers had made. It was really fun! It took quite a good bit of our afternoon, for I had forgotten where I put them myself and when there was just one left and nobody could find it, we wondered *who* could find the last!

It was under a box on the table and Dorothy found it! Then we added up the numbers on the clovers we had found. My score was fifteen; Carol's was twenty-one; Richard had fifty-six and Dorothy won with ninety-three. I gave her the prize of the rubber eraser done up in tissue paper. She thought it was lovely. I didn't keep the apple that was the booby prize, for I was hostess and the hostess doesn't keep

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a prize she may win: I gave it to Carol and Carol took it home to eat.

After the clover hunt, we played games. We knew quite a number: Bird, Fish, Animal was one. To play it you must have a pencil and sit in a circle. One person is chosen It. The one chosen turns to any player he may wish and points with the pencil saying either, "Bird" or "Beast" or "Fish." Then he counts as fast as he can, "One, two, three, four, five!" And before he reaches "five!" the one pointed to must give the name of an animal, or a bird, or a fish. Sometimes one can't think in such a hurry. Then one has to change and be It. And the same animal, or bird or fish mustn't be named more than once!

One can play charades, hide the thimble, corner-tag, spin-the-plate, magical music, and other party games. One may also play board games, if one has them.

Carol's mother told her to come home at five, so we had the lemonade and cake at a quarter to four and hid the paper clovers all over again, just for fun. There wasn't to be a prize for the *second* time and Richard hid them. We couldn't find them all but it didn't matter because the clock struck and we had to hustle Carol into her coat. We all agreed that a fun made out of almost nothing at all was really FUN and that we'd had a splendid afternoon.

I'm going to tell you in this book about some of the funcraft parties that were like my lucky party

PARTY MADE FROM ALMOST NOTHING

and you can make their magic yourself in your own home. I know you'll have fun and that my fairies Nimblefingers, Happy Thought and Play will help you, too.

A butterfly is just a little thing,
A bit of sunlit joy on golden wing;
We, like the butterfly, may in our play
Live joyous in the sunlight every day.

A butterfly may seem so very small,
It scarcely counts for anything at all—
Yet it is pleasant in the summer hours
To find it friendly with the garden flowers.

Most every little tiny thing, I guess,
May hold a wingèd soul of happiness—
Just like the butterfly of joy,
We may be butterflies, my girl and boy!

For, in the garden where we meet for fun,
There's only sunlight when we seek the sun.
And though our pleasure is a little thing,
Yet it may always flit on golden wing.

A NEW YEAR'S PARTY

Material Required to Make a New Year's Party Game: The numbers from some very large business calendar and some advertising calendars with sheets that tear off each month.

It might be gay to have a little fun party on New Year's Day. At it, you can play a New Year's Game with some beans and some old calendars. At New Year's time one can always find plenty of calendars for banks and grocery stores—drugstores and business firms all give them away for the asking.

When your friends come, pin some month of the year in a calendar sheet upon each back where it cannot be read except by others. Each must guess what month is on his back. He can only do this by asking questions about his month like this: "Do apples grow in my month?" He may never directly ask, "Am I August?" or, "Am I October?" It should be, "Are there thundershowers in my month?" One may often guess quickly by asking about holidays: "Does Christmas come in my month?" or, "Does Thanksgiving come in my month?"

When every one has finally guessed, you may play a blindfold game with sheets cut from a big busi-

A NEW YEAR'S PARTY

ness calendar that has leaves to tear off each day.

Arrange at one end of the room a big blank sheet of paper low enough for every child to reach. Give each in order as he has guessed his month, a number taken in order from the big daily calendar.

Blindfold each child in turn. Let him have a pin and go toward the big blank sheet of paper to put his "day" on the calendar. He must put his pin into the first thing his hand touches. The one to get his "date" or "day" closest to the sheet of paper wins the game.

Next, give each child a sheet of calendar that has one month's days. On these different sheets, cross off enough of the days to leave only twenty. On each sheet or month, cross off different days.

Then cut up some sheet of a calendar month into squares. Put these in some small bag.

Seat each child at a table with his month before him. Take one "day" at a time from your bag and call its number. The children who have that number raise hands. Each is given a bean to place upon the calendars on that number. The first to fill his sheet, wins.

For a prize, give some pretty fancy calendar.

I wish you Happy New Year—
May every single day
Be full of fun and happiness
And pleasantness and play!

JANUARY SNOWFLAKE FUN

Material Required to Make Snowflake Fun: Some white pad paper, some colored cardboard.

Tools Needed to Make Snowflake Fun: Scissors for every player and a jar of paste, some small saucer.

Have you ever been out in a snowstorm and had snowflakes fall on your coat? Did you look at them and did you observe that each is a beautiful design, no two of them alike? The snowflakes are so tiny you wonder how so small a thing can be so perfect, and they melt so very quickly while you look at them that you have hardly time to compare one with another. But did you know that you could cut these lovely snowflake designs in white paper and reproduce in large form the beautiful designs? To do this, you will need a pair of scissors, some thin pad paper that is white, and some paste and colored cardboard. After you have made these snowflake patterns and know how to show other children how to make them, you can give a little funcraft entertainment to your friends if their mothers will let them come over to play. I will tell you about it.

JANUARY SNOWFLAKE FUN

First, you will have to know how to cut snowflake designs from white pad paper. Find a small china saucer that is about three inches in diameter. Place it upon a sheet of white pad paper. Draw around the saucer's rim with a pencil till you have made a circle. Cover all your sheet with circles and be careful not to waste the paper but to arrange the drawn circles to best advantage and economy.

When you have drawn the circles, cut each out. Each will make a different snowflake design. Isn't it strange that something *round* will be transformed to something that has points?

If you look at the picture of the snowflake patterns in this book, you will see that each pretty pattern has six points and is star-shaped. It seems almost magic that the circle should change so with a few scissor-snips! Take a white paper circle and fold it evenly into half. Then fold the half twice, evenly, to make three folds.

Now take your scissors and with them cut the edge at each folding of the circle. Unfold the circle and see the finished design! You may have to try several times before you become expert. Then, when you have learned the art, just see how many different patterns you can cut. You may try to reproduce the pine-tree forms that you see in the tiny snowflakes outdoors. If you go to the big encyclopedia, you will find out all about the snow crystals and you will probably see pictures of various forms. I

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think you will find it most interesting amusement for a stormy indoor day in January.

Perhaps when you have learned about these things, you will want to show your friends and make a little funcraft "party" at home.

If you write an invitation write it something like this:

Dear Playmate:

If your mother will let you come to play with me for a few hours on Saturday afternoon, it would make me very happy. Some of the children that I know are going to come over to have some fun and we are going to have a Snowflake Party indoors. Please bring a pair of scissors with you.

Your friend,

WOPSIE.

Now, when you have sent this note, you will be busy fixing things for the "play party." Any number of children may play the game and have fun with you but I should choose about three or not more than six, I think. There should be four large sheets of thin white pad paper for each child and you should have a large sheet of colored cardboard. Cut this cardboard into squares that are large enough to use for mounting the snowflake patterns. Have a little pan of starch paste or a bottle of library paste. You will not need more.

JANUARY SNOWFLAKE FUN

The largest table you can have to play upon will be right for the use you wish to make of it as a work-table. Place a chair for each child at the table. Give plenty of space. Cover the table with a white sheet, if you can have it—if not, place newspapers over it to catch the snippings of snowflakes.

At each place where your guest is to sit, place four squares of colored cardboard and four sheets of white pad paper. At the center of the table and for use by all should be the paste with a good brush and a small china saucer.

When all the children have come, tell them about the snowflakes and how to cut them. Then let each use the scissors he has brought and try the cutting himself. Each child may make more than four patterns but each has the chance to enter only four of his snowflake patterns in the snowflake contest and exhibition. Each may choose which of his designs he thinks best and may paste four of these on his cardboard cards. Work should be neat and well done, you must point out.

Have each child write his name on the back of his four designs and hand them in. Then mix up all the designs so that nobody knows or remembers which belongs to another. Place all the cards in a row and let the children pass around another table where these are displayed.

Each cardboard card should be numbered by you as it is placed on the table but nobody should be permitted to touch the cardboard designs of snow-

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flakes after they are placed on exhibition and no child is permitted to tell which ones are his own.

When all have looked at them, each chooses which *one* he thinks the best. Then he takes a slip of paper and writes the number down. This slip of paper is to be folded so that nobody can see the number written on it. Place all in a box that no player may touch. When all have placed their slips in it, take them out and see who received the most votes. If there is a tie, vote again. You may have a small prize for the one who is winner. I think you can manage that yourself. At ten-cent stores, you can sometimes find round boxes made to represent snowballs. These are to be filled with nuts or a few small candies. This would make an appropriate prize but *I* think that a red apple done up carefully in cotton with its stem tied with ribbon to hold the cotton fast would look quite like a snowball and be a prize you could make yourself, don't you?

A snowflake party will take about an hour's time and after it is over you may play other games or have some cocoa and crackers or cookies, if Mother thinks best. You will find it fun even without that, I think.

Outside of my window there hung the toy house
Of the little barometer man and his spouse;
In stormy dark weather *he* stood in the rain,
While his "Fair Weather" partner might call him in vain!
When out came the sun, then he hurried inside—
It was only a glimpse of his wife that he spied!

JANUARY SNOWFLAKE FUN

While, if a storm threatened and Joan hastened in,
It was always to find the house empty within!
(Oh, never together that couple might stay—
Alas, the barometer made them that way!)
In unsettled weather each wavered about,
Reluctant to say which had better stay out;
One fancied in passing, the two cried, "Oh, dear!
How cozy 'twould be if we both could stay near!"
So tragic, indeed, was their fated distress
I welcomed the temperature's changeableness,
And when it poured torrents one day, and then froze,
The barometer broke, and now no one knows
What the weather will be—They're both *inside* the door
And Darby will never leave Joan any more!
I'm glad they are happy, although I feel sad,
For I miss the wise knowledge of snowstorms they had.

THE LINCOLN'S BIRTHDAY CELEBRATION

Material Required to Make Games for the Lincoln's Birthday Party: a sheet of brown cardboard, some little penny flags and a picture of Abraham Lincoln.

Tools Needed to Make the Games: a ruler, a pencil and scissors.

Lincoln's Birthday comes on February 12th and maybe you and your friends will like to celebrate it with a little Funcraft Party at home. Such a celebration may be quickly arranged. You will need to buy a big sheet of cardboard that is colored brown and you will also need to have a penny flag for each child who is invited.

Find some heavy white paper and cut it into cards, each about one by three inches. Find some red ribbon or blue ribbon that is narrow and, punching a hole in each card, tie one to the staff of each small flag. Write on each card the name of one of the children. Give each one of the guests a flag with the card when he arrives. These are to be kept to play the first game.

The first game is made and played with a portrait of Abraham Lincoln. You will probably have

THE LINCOLN'S BIRTHDAY CELEBRATION

some small picture that you can use. Place it upon a table at one end of the room. Next, count out among the guests for order of play in the game. Blindfold each in turn and see who can place his flag closest to the portrait. Flags must be laid flat on the table and put where the hand first touches—no fair feeling around!

The prize for this game may be a postal-card picture of Lincoln framed in small glass passepartout frame. It may be a little Lincoln's Day favor or a silk flag.

After this game, there is another you may arrange to play. It will need to be made beforehand and it is played with strips of cardboard cut into narrow lengths to represent the logs with which you and your guests are to construct a small cabin. This is all a game.

Take any large sheet of cardboard that is dark in color. Rule it the short way making it into strips a half inch wide. Rule the entire sheet off this way.

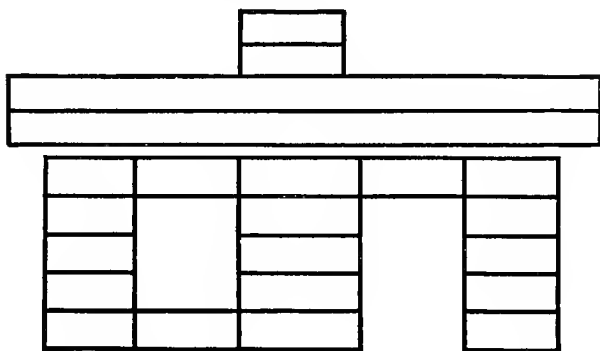
Next, take half the sheet and cut its strips into four inch lengths. Mark a cross in pencil on the back of half of these. Turn them all back again so that nobody can guess if there is or is not a cross upon them. Mix all well and place these in the center of a big table around which you have put the guests' chairs.

Take the other half of the paper and cut it into longer lengths, each about twenty-eight inches long. Divide these in two piles and mark crosses on half.

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Then turn these over right side up again but put them in a second pile, well mixed.

Seat the children around the table and tell them that they are to play a game with the strips of cardboard and that the short bits of cardboard are to be used to build the outline of a log cabin. Each piece of cardboard represents one log and the cabin is to be made upon the table, flat like this:



Each child, as his turn comes, may draw from the pile of short logs one log. He turns it over when drawn and then if there is a cross upon it, he may keep it. If there is a cross, he is entitled to choose another log and keep on drawing till he obtains a strip of cardboard that has none. Then play for him stops at that turn.

The cabin's foundation is to be built first by placing four of these logs in a row, allowing for doorway. The Lincoln cabin had just one window and one door, you remember. So after three logs are laid in

THE LINCOLN'S BIRTHDAY CELEBRATION

a row, leave a space for doorway and next place another flat log just beyond. Then, above this begin by making a window space as the diagram suggests. After the first log is placed to the left at the second row, skip one space for the window and lay another log. Then skip the door space and lay the next. The window must be two log lengths high and after this lay the logs right along for two upper rows.

When a player has done this, he is allowed to start to make the cabin roof by choosing from the pile of long logs. The roof is merely made with two of these placed one above the other.

To finish the roof with a chimney, choose from the first pile again and place two short logs one above the other. The player to make his cabin complete first wins the game.

Award some little prize for this. It would be very nice to give a book, if you could do so. The books that Lincoln had as a boy were very few. They were *Æsop's Fables*, *Robinson Crusoe*, *Pilgrim's Progress*, *The History of the United States*, and *Weem's Life of Washington*.

You may play some lively game chosen by the winning player, after this table game. Then you may use all the logs of the game again for another play. Place all the short ones face up on the table to represent the rails that Lincoln split. You remember that when he was a young boy he had to buy his own clothes and he did any kind of work that came to hand. This paid him a small sum usually and it is

THE COMPLETE PLAYCRAFT BOOK

said that he once agreed to split rails for a pair of jeans, four hundred rails for every yard that was needed. Mark numbers upon half of the cardboard strips where the crosses are. Use numbers above ten. Then turn the strips back and mix them well. Play for the game is the same as for the former cabin-building. The player whose turn it is may choose a rail and keep on as long as he obtains a number. The one to make the sum of four hundred first wins. The game may be played in longer form by trying to buy six yards of stuff and this means that the one to obtain the winning six times is the real hero. The game may be played with sides, an even number of players to each. This is a quick way of playing. All scores are added together and the side to make 400 six times wins.

There was a rude log-cabin once,
One window and a door
Was all the cabin ever had—
And only earth for floor.

But in that little cabin
There lived a child who grew
To be the grandest hero
That ever the world knew.

A WASHINGTON'S BIRTHDAY GAME

Material Required to Make a Washington's Birthday Game: A sheet of white cardboard, some green paper that can be easily cut to make leaves, some brown manilla wrapping paper, some bright red paper.

Tools Needed to Make a Washington's Birthday Game: Some paste and a pair of scissors.

You may like to know of a game you can make and play with your friends on Washington's Birthday. It will be easy to make a little cherry-tree and you can do all the work of preparation yourself.

Buy a sheet of white cardboard or cut a yard of straight white cotton cloth from some old piece of goods you have at home. The cardboard or the cloth should be placed flat upon a table.

Next, take the sheet of brown manilla paper and draw upon it the trunk of a small tree. From the upper part of the tree draw branches. Five or six of these are sufficient.

From your green paper, cut a number of leaves, each about an inch or an inch and a half long. These should be placed with ends that join the tree's

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branches. Put some paste at the end of each leaf and on its under side write some easy question that pertains to United States history.

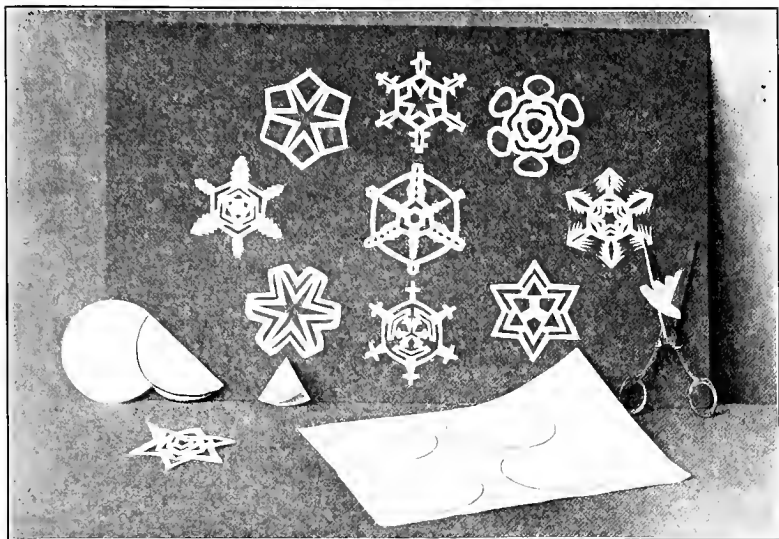
From the red paper, cut big round red cherries and on the under side write, "I cannot tell a lie." Some may have, "I did it with my little hatchet."

On a cherry near the top of the tree write the date of Washington's birthday. Two games may be played with this cherry-tree.

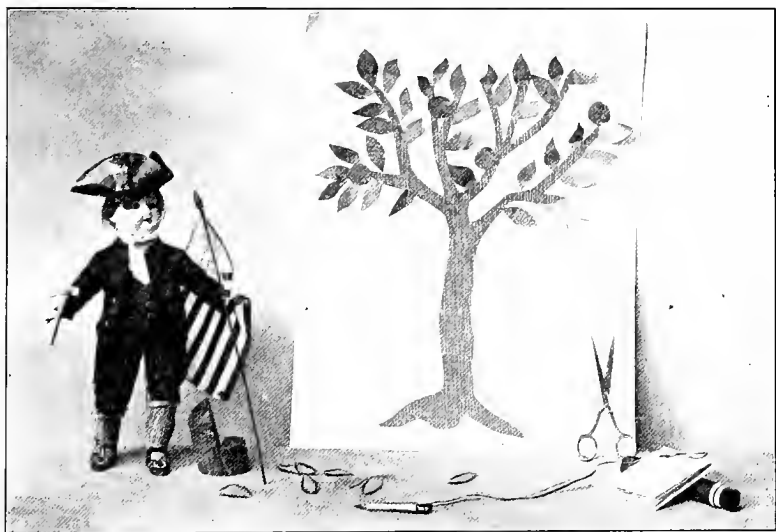
For the first game, blindfold the players in turn and see who can place a little red, white and blue ribbon-knot nearest to the date on the top of the tree. The one who does this should receive some small reward. Perhaps you have a print of George Washington that you can frame yourself. Or you may give a wee flag.

The second game that can be played is played without blindfolding. Each player in turn goes to the tree and chooses a leaf or a cherry. He does not know, of course, that the leaves and cherries are unlike in what is written on them. If he chooses to pick a leaf from the tree, he must answer the historical question upon it. If he does this, he may have another turn—but the question must be answered in a correct way. If he chooses a cherry and receives, "I cannot tell a lie" or "I did it with my little hatchet," he must give a forfeit.

At the close of the game, when all leaves are taken from the tree and when no cherries are left, the winner is the one who has answered most of the ques-



Here is January Fun, Snowflake Patterns.



Here is Fun for Washington's Birthday.

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tions correctly. He may also impose all the forfeits and tell the other players how to redeem them. Then, in turn, each player must pay his forfeit for the amusement of all others. The forfeit may be a recitation or the singing of a song, or the telling of a joke.

Be careful to impose no very hard forfeits and none that are dangerous. Make each contribute in some way to a celebration of the holiday: the speaking of a school piece about Washington, the telling of a story about Washington, or the recitation of some little verse or poem.

After this game, you may have a cherry hunt and look for small red paper disks that are hidden about the room. The first one to find twenty-two, the date of the birthday in February, wins.

After this, you can play games that are usually played at little party gatherings. If you have a *real* party there should be a Washington's Birthday cake. Small cardboard hatchets may easily be cut from cardboard to make place-cards. If you tie a bow of red, white and blue ribbon on these it makes them more festive. On the blade of the hatchet write the name of the guest.

With these toy hatchets, later, you may see who can "cut down" the dismantled cherry-tree. Blind-fold each player in turn again. Mark off a certain place upon the trunk of the tree that shows where the trunk must be "cut." See which player can place his hatchet upon it, and continue to play till

A WASHINGTON'S BIRTHDAY GAME

one successful player is able to do this. He is said to have cut down the cherry-tree and may choose the next game to play.

George Washington, he was once small—
Oh, just a little boy:
They gave him a small hatchet
That was a little toy;
I wish they'd let me have one too—
A little one, maybe—
I'd like to have a hack with it
At some *old* cherry-tree!

FUN FOR VALENTINE'S DAY

Material Required to Make Motto Candy Valentines: A sheet of cardboard and about a pound of assorted motto candies.

Tools Needed to Make Motto Candy Valentines: A pencil, some water-color paints or black and red ink, some paste, a pencil, some scissors, a ruler.

Have you ever made valentines? Of course you have—but have you ever made them with motto candies? That is something quite interesting and new. With some cardboard cut to make mounts, a bag of heart-shaped motto candies of all shapes and sizes, you can make most amusing valentines.

By reversing the candy hearts, so that the mottoes do not show, you can make odd little candy folk. When you have arranged the candies upon the colored cardboard, you will see that it is easy work. A small heart will be the head, perhaps; an oval candy will make the body; small hearts will form a string and make arms and legs. The skirt of a lady may be made with a triangular candy or with a square or oblong one. The trousers of a funny little man may be oblong candies. You will easily

FUN FOR VALENTINE'S DAY

see for yourself how the shapes may be adapted to picture-making.

When you have made a picture, cut out a mount for it, if you have not done this first. Glue each candy in place upon it. Library paste will do. Be careful not to use too much glue or paste on your brush because none must push beyond the rim of the candy and make a mussy place.

When you have glued your figures to the mount, take a fine paint-brush and outline eyes, nose, mouth on each motto candy person. If you have no paints, use crayon or red ink and black ink and a pen. You will need clean fresh pens, should you use ink. The eyes and nose may be drawn with black and the mouth be made with red. Then, if you have a paint-brush afterwards, dip your brush into the red ink and then into some water. Dry it off a little and dab the cheeks to make them red. Be careful not to make them too bright. Red buttons may be drawn on dresses, red necktie or ribbons may be drawn also.

After this, find some motto that is funny and glue it so that its verse makes the verse of the valentine under your picture.

Animals, houses, flowers, birds, butterflies, trees, in fact, almost everything you can think of, may be made in motto candy pictures. Even a funny St. Valentine himself may be represented. You should draw or paint a halo around his heart-shaped head—either in ink or gold paint.

For making animals, use small hearts for ears,

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medium-sized hearts for legs, and larger ones for bodies and heads. Very comic valentines may be constructed in this way.

If you want to make a picture of a house, choose the largest motto candies you can buy. They often come two or three inches high. They sell "Two for a penny." Turn the heart over to stand upside down on the mount: the point will now be the peak of the roof. You may take red ink and color a red roof on the upper part of the candy. Then outline two windows and a door in black ink or black paint. You may make green blinds, too. On either side of the house you can make a tree out of a heart, inverted with a smaller inverted heart for its trunk. A green heart would be the right thing for a tree with a little brown candy to make the tree-trunk.

Very pretty flower designs may be made. Five pink hearts turned over so that their mottoes do not show and points put together at a common center form a pretty wild rose. Small green candies will make a stem and leaves. In the same way, four green candies will suggest a four-leaved clover.

Two heart-shaped candies joined with another two make wings of a butterfly. The body should be a long and narrow motto candy.

Borders for valentine trimming may be made out of the very tiny hearts. Upon the colored cardboard mounts, the colored candies show up well. You may cut your cardboard mounts large or small. A good

FUN FOR VALENTINE'S DAY

size is seven or eight inches long and six or eight inches high.

If you want to have some valentine fun with friends in honor of Valentine's Day, you may make a game to play with these motto candies. You may have a simple little party, on Valentine's Day, if you like. I will tell you how to make it.

Your invitations—if you give them in a formal way in a little envelope, can be written upon paper that you cut heart-shaped. Take some good pad paper; cut a piece the size of your envelope; fold this to make a pattern. Fold it once and then cut half a heart in the paper. Unfold and you will have the pattern for your note-paper. Now, fold a piece of paper double the size of the envelope and put your pattern upon it. With your scissors cut out the shape of the note-paper leaving the edge where the fold comes uncut except at top and base. Then make as many of the sheets as you have invitations to write. Your little invitation may read like this:

Please come and play,
On St. Valentine's Day.

If you like, you may print the invitation with red ink on pink paper and this will suggest a motto candy when you have painted a little red rim all around it at the rim of the paper. Use only one side of the paper and sign your name. Write the date. Give the hour, too. The invitation may be sealed with a wee red heart-shaped seal. To make

THE COMPLETE PLAYCRAFT BOOK

one, just take your scissors and cut some red hearts from paper. Paste one on the flap of each envelope.

When you have sent these little invitations, you will have to prepare for the fun to come. Each little friend will need six cardboard cards. These you will need to cut yourself from sheets of red, green, yellow, and gray cardboard. Arrange a big table with chairs for each party guest. Place at each chair the four cardboard mounts. In the center of the table, have a jar of paste and two dishes with motto candies in them.

Seat the children and show them how to make the valentines. After everybody has made a valentine, you should start a valentine picture contest. See who can make the best picture! Originality, neatness, cleverness of plan all count. Put the pictures in a row and let everybody cast a vote for the one he thinks the best. Award a prize of a big fancy valentine.

After this game has been played, you may play one of matching hearts. To make this, you will need a sheet of red paper. Cut out half as many hearts from it as there are little guests. Cut each heart zigzag through its center in a different way. Give a half a heart to each child and see who can match pieces first.

If you want to have a valentine mail-box, you may make one from a big cardboard box merely by cutting a mail-slit in the side of the box. Give every child present some paper to wrap up the val-

FUN FOR VALENTINE'S DAY

entines that have been made from motto candies and let everybody direct his to somebody present. After all are mailed, distribute them as directed. Be quite sure to have in the valentine mail-box *one* valentine for each little guest so that nobody will be overlooked. You can put these in yourself when you make the mail-box before the party.

You may serve glasses of lemonade at your party. Tie a red paper heart to each glass tumbler and put all the tumblers on a tray. If you have cake, have small cup-cakes and place on each a motto candy. This is easy to do. Your mother will make a little white sugar icing and this may be used under each candy to fasten it to a cake. Or, if you use one large cake, the candies may be used to trim it in the same way. Place them in a circle all around the rim of the cake and in designs upon its top. Perhaps you can make a motto candy picture. If you do, don't use paint upon the candies as it may be poisonous. And after the candies are inked or painted, they are merely meant for play—not to eat.

You may have a heart hunt by cutting small hearts out of paper. Let some older person hide these all around the room and then see who can find the most hearts. I am sure you will think of other jolly games to play.

I made a funny valentine for somebody to-day,
I made it with red paper that I'd put aside for play—
I'll tell you how I made it for I made it all alone
And you might like to make one, too, all for your very own.

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I cut a square of paper and I folded it in half,
And then I cut a half a heart and tried to make it laugh—
I cut a funny smily mouth, a little nose, one eye—
And when I opened out the heart, it did laugh, for, oh! my!—
There was a happy smiling face a-laughing just like mine
And so I gave my Happy Heart to mine own Valentine!

FUN FOR ST. PATRICK'S DAY

Material Required to Make St. Patrick's Day Games: A sheet of white cardboard, some toy pigs, green paper, a small-sized cardboard box.

Tools Needed to Make St. Patrick's Day Games: Scissors, crayons, and a few pins.

St. Patrick's Day is March seventeenth. At that time, the shops begin to show all manner of funny little Irish dolls, toy pigs, shamrocks, and green bows. These are all meant for St. Patrick's Day fun but you can make your fun yourself just with crayons and scissors and you can have a fun party after school, maybe.

I dare say that you draw at school and that you have a box of crayons; so first, take a sheet of cardboard and outline the head of an Irish paddy. He should be simply drawn like the paddy in this St. Patrick's fun party here in your book. Do not put the pipe in his mouth. That is slipped in there and is another part of the game. The hat should be green. The hair of the man should be red and you may make his suit green or brown.

Next, cut the outline of a pipe about three inches long. Use this for a pattern and cut as many more

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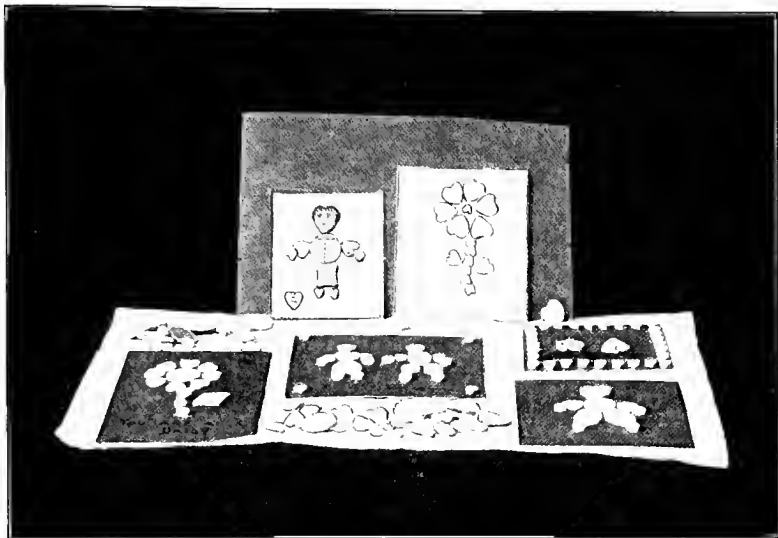
pipes from thin cardboard as there are to be players. Write each player's name upon his pipe. Give each player a pin.

Blindfold each player with a big thick handkerchief or towel. Do this in turn, one after the other when you have counted out to get the right order for play. Then turn the player who is starting three times. At the last turn, start him straight toward the picture of the Irishman you have drawn on the cardboard and hung low enough to reach easily when the player's hand is outstretched from the shoulder.

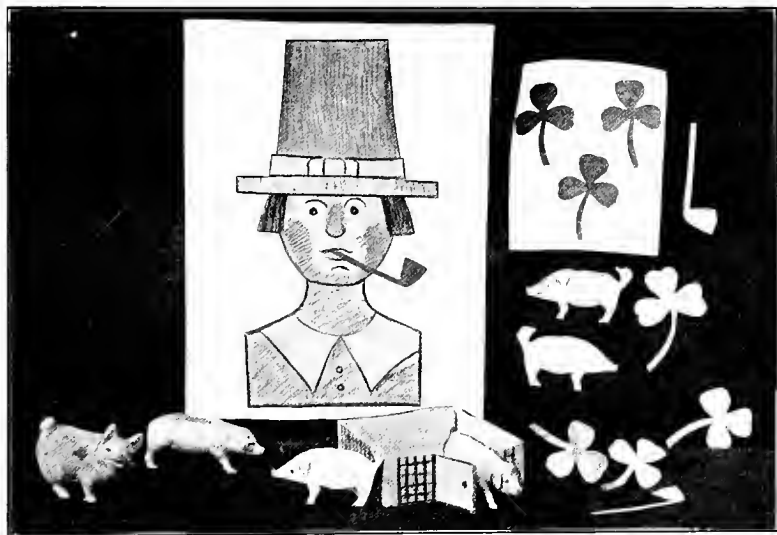
Tell the player to try to put the pipe in the mouth of Paddy. He must put his pin into the first thing he touches. And then wait his new turn to try again, if unsuccessful. You will all laugh to see where Paddy's pipe goes!

Of course, everybody will play fair and be properly blindfolded! You may play the game till somebody gives Paddy his pipe where it should go—right in his mouth! If you like, you can give as a prize for this a small green ribbon bow mounted on a long pin and meant to pin upon a dress or coat. Any little toy piggie will be a good prize, too—or a soap-bubble pipe!

Another game you can play is to try to put a shamrock in Paddy's hat-band. You may cut the shamrocks like large clovers, three-leaved. Mount them each on thin cardboard and cut them out again. Use them to play the blindfold game as you used the pipes.



Some Valentines Made with Motto Candies.



Some Games to Play on St. Patrick's Day, March 17th.

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Another game is played with little toy pigs. You may make a pig-pen for them using the half of some cardboard box. If you like, you may make it with a gate that opens. Place it upon a table where players may reach it easily. See who, blindfolded, can put Paddy's pig into the pen. No fair feeling around, mind you! Put the pig down as soon as you touch something!

If you like, you may cut paper pigs to use in playing this game. They are first cut in pattern from thin white paper and then the pattern is used to make other pigs that are cut with scissors and finished up with markings of crayons.

A St. Patrick's card game is not hard to make either. Draw on a sheet of cardboard twenty-five cards. If you use a ruler and measure, it will be easy to make all the same size. Each card should be about two inches wide and about four inches high.

When you have made all and cut them out, write upon *one*, *St. Patrick*. Number the others, two and two alike beginning with *I*. There should be two of *I*, two of *II*, two of *III* and so on up to twelve.

To play the game, place all the pack together and mix the cards well. Don't let any of the players see what the cards are. Any number up to six may play. Deal the cards out face down, one at a time to each player, dealing to your left. There will be one extra card. Never mind who has it. That will not really matter.

As soon as all the cards are distributed, each play-

FUN FOR ST. PATRICK'S DAY

er matches the numbers on his cards. He puts those of like number together and discards all that are matched. These should be put face down before each player and no player may tell what he is discarding. The object of the game is to hold the card named *St. Patrick* after all cards are matched.

When all have discarded like cards, the player at the dealer's right offers the dealer an exchange of cards. Nobody may see what card he is choosing. Backs should be kept straight toward the one who draws a card. As soon as any player draws a card that matches one in his hand already, the two are discarded and he obtains another turn to draw from the same player.

Exchange goes on till players drop out, one by one, and at last, the final matching is done with unusual excitement. The winner holds *St. Patrick's* card.

I think you will find this a jolly game to play almost any day!

Just after Valentines, you know,
That is the time when shamrocks grow—
In all the windows they are seen
A-growing in their pots all green:
Where do they come from every year?
Across the sea from Ireland *here?*
It would be far across the sea
To travel over here to me!

THE TOPSY-TURVY FUN FOR APRIL FIRST

Materials Required to Make Topsy-Turvy Fun Party: A sheet of thin cardboard, some colored crêpe papers, some waxed paper and white paper, tissue paper.

Tools Needed to Make a Topsy-Turvy Game and Topsy-Turvy Fun: Scissors, pen or pencil, paste.

Any day in the year is appropriate for Topsy-Turvy fun, but April first is the time when, perhaps, everybody will appreciate it most. It is not nice to play practical jokes on that day, but a fun party will be just the thing for merriment. You should plan for your Topsy-Turvy fun beforehand by sending your friends topsy-turvy invitations written in topsy-turvy writing. That sounds interesting, doesn't it!

This is the way to write topsy-turvy writing: take a sheet of paper—pad paper. Use a pencil to write upon it. Write your invitation as you would write anything in the usual way. The invitation may be something like this:

Dear Wopsie:

If you can come to see me on the afternoon of April first, we will have a good

THE TOPSY-TURVY FUN

time with some other friends. We are going to play a Topsy-Turvy Game and just have fun. I hope you can come.

Your friend,

TOPSY.

When this is written, take a piece of thin tissue paper and transfer the writing *wrong side* to the sheet of paper you expect to send as invitation. When it is transferred, go over the writing of pencil in ink. The writing must be clear enough to hold to a mirror. When held up to a mirror, the writing can easily be read *right*. It looks, however, very unusual and queer on the invitation.

If you have asked your mother's permission to have the fun, she will not mind your doing some unusual things that are funny and appropriate for that day—though not for other days. It is really an April Fool party.

You might arrange the table in your play-room topsy-turvy upside-down and the chairs in the same way and tie to each a card with *April Fool* upon it.

Every little guest should have a foolscap that you have made beforehand. You may easily take some newspaper, roll it into a cone, cover it with some pretty Dennison crêpe paper and paste around its border a rim of pictures cut from crêpe paper or colored magazine prints. At the top of each pointed cap there should be tied a yard of narrow ribbon

THE COMPLETE PLAYCRAFT BOOK

and each cap should fit within the other. These make a fitted "nest" and when each child has chosen an end of ribbon, each in turn pulls from the "nest" his foolscap. At the end of the cap's ribbon is a small card with *April Fool* written on it.

Every one should put on his cap.

The game of Topsy-Turvy should begin right after this. You may turn the table and chairs back and play at the table. It is a card game and you will need to draw the cards upon a sheet of cardboard, make the game and arrange all this before the "party."

Draw on the cardboard with pencil and ruler, making sixty cards. This sounds like a great deal of work but it will take only a few minutes when you rule by measure on your cardboard. Make each card about three by two inches. Cut each out. Divide the pack into two packs of thirty cards each. On the thirty cards in one pack write the word *topsy*, wrong side transferred as you wrote your invitations. On the thirty other cards write the name *turvy* in the same way. A pack of sixty cards will answer for as many as six players. Any number under this may play the game.

All cards must be well mixed and shuffled before starting to play the game. Deal out one at a time, face downwards to each player, beginning to the left of the dealer.

No player may look at the cards in his pile.

When all are dealt out, the dealer begins the

THE TOPSY-TURVY FUN

game by turning over his top card quickly so that all can see what it is. He puts this card in front of his pile. The next player to his left follows suit and the next and next as fast as possible. All must watch the cards carefully for when *topsy* and *turvy* occur, the first one to call out "Topsy-Turvy" wins such cards as his opponent may have placed upon his second pile. If he does not himself have one of the matching words but if he is the first to see the "match," then he wins the piles of the two players. (Where there is any doubt as to who first said "Topsy-Turvy," nobody may take any of the cards but play continues till next matching.)

The one to gain all the cards wins the game. The players who do not obtain new cards take up their second piles and use them over and over for play, shuffling them anew each time they need cards to turn over and start anew.

For a prize for the April Fool Game, give an April Fool Doll made of paper braided. This is the way to make a doll: Take some white crêpe paper about three or four folds ten inches long. At one end, tie a string to make a knob for a doll's head. The string forms the neck. Next, where the doll's waist should come, tie another string. At the waist, divide the paper into two halves for legs. Cut each half, if you like, into three strands and braid these three to make each one leg. At the ankle, tie a string to make a foot and cut both feet and legs evenly. The doll's arms are strands of braided paper forced through the

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upper part of the paper body. The doll should have a colored paper foolscap on his head. Eyes, nose, mouth may be cut from black paper and pasted on or may be outlined with water-color paints on the doll's head.

After the prize is awarded, you must pass the "refreshments," and these are April Fool candy sticks that look so real you will feel they are good enough to eat as well as to fool and make fun with.

These candy sticks are easy to make. You will need to make one for each guest. To make a stick of April Fool "peppermint," begin by rolling a tube of thin cardboard to the size and length of an ordinary stick of candy. Paste the tube together and cover it with white crêpe paper pasted on smoothly. After this, cut very straight and narrow strips of red tissue paper and run one around and around your candy tube to look like the stripe in peppermint sticks. Paste the red strip lightly here and there. Roll each "stick" in a roll of waxed paper twisted at either end, and when you have finished, nobody will ever detect the "fool" till the waxed paper is removed. It surely is fun!

Molasses sticks should be made in the same way but of brownish tan paper with dark brown paper strips. Red candy sticks may need no stripe. You may make an assortment and pass them around.

I think everybody will like your party. You can pin an *April Fool* label on every coat and hat to be found when little guests seek their wraps to go home.

THE TOPSY-TURVY FUN

But remember never to make personal practical jokes and never do anything that will hurt. Have *fun* but don't be impolite. Never do anything that may hurt another's feelings. Just have a jolly good time at your April Fool Topsy-Turvy party.

Maybe that April First's the time
To make a funny joke—
But you should be quite careful
At whom your fun you poke:
Some people have a sense of fun—
But other people, they have none!

Maybe that some one plays a joke
That is a joke on *you*
And you can't chuckle at yourself
The way the others do:
Some people have a sense of fun—
But other people, they have none!

Maybe that April First's the day
When you should have a care
To make no jokes that are unkind
And *every one* can't share:
Some people have a sense of fun—
In unkind jokes, you'll find there's *none!*

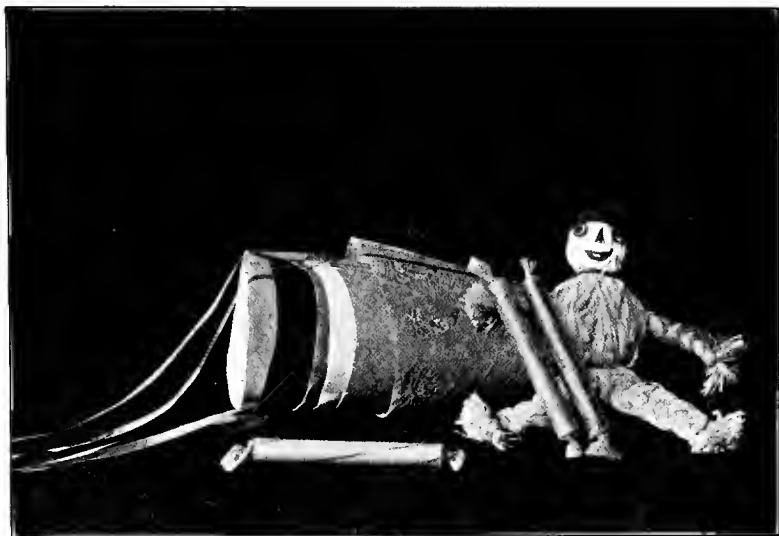
EASTER-TIME FUN

Materials Required to Make Easter-Time Fun: Some cardboard, some pictures of Easter bunnies and chicks, some artificial flowers, Easter toys, white pad paper, pin-wheel papers, crêpe papers, cotton batting, blown egg-shells.

Tools Needed to Make Easter Fun: Crayons, paste, pins, a pencil, scissors.

If you want to make your own Easter-time fun with your own friends, you can make an Easter Egg Hunt and play games after it. These will be Easter games and played with chicks, bunnies, and flowers.

The games are very simple and easy to make. If you have the picture of a big bunny, cut the bunny out and paste him upon a sheet of cardboard. The bunny should be at least twelve inches long. I cut my bunny from some Dennison crêpe paper that was meant for Easter decoration. If you use the same thing, be careful to paste only around the rim of the cut-out, as the crêpe paper stretches out of shape unless it is so handled. The bunny game is to be a blindfold game like Donkey Party. Each player is given a little round of white pad paper upon which a bit of white cotton has been pasted to make a cotton



April Fool Candy, Foolscaps, and an April Fool Doll.



Games to Play at an Easter Party or for Fun in April.

THE COMPLETE PLAYCRAFT BOOK

bunny tail. Every player's name is written on the paper at the back. A pin is run through the cotton tail and every player, when blindfolded, in turn must try to pin his cotton tail on the "cottontail."

The one to do this successfully may lead out in the next game or receive a prize. The next game is played with artificial flowers. Upon a piece of cardboard about twelve by fifteen inches, draw with your crayons a flower-pot and the stem and leaves of a plant that has no flowers. Hang this picture up as you hung the rabbit's picture at one end of your room low enough to be reached with outstretched straight arm.

Give each player a pretty artificial flower of some different variety. Count out for order of play. Blindfold each player in turn and see who can put his flower on the plant. The play continues till one player is successful.

After this, you may take a pretty Easter basket and lay it on a distant table. It should be arranged like a little nest. You may play a similar game to the bunny and flower game by cutting little yellow paper chicks from paper, mounting each on cardboard, writing the player's name one upon each. Blindfold the players in turn and see who can put the chicks in the nest. You may play the game with white cotton bunnies that come "six for five" at the ten-cent store or with small downy cotton chicks, sold at Easter everywhere and made of yellow cotton.

EASTER-TIME FUN

You, of course, know what fun an Easter Egg Hunt is. If you live far away from a city, you cannot, perhaps, have the tiny candy eggs that are often used for this. But you may cut egg-shapes from colored cardboards and paste pretty scrap-pictures or pictures cut from magazines upon them, making cards. Or you may just cut colored cardboard cards, egg-shaped. These should have numbers on the back of each one. No egg should be numbered like another. Better number all at once and run the numbers in a series. You can make a great many egg-cards if you cut them from folded paper. But if you have time ahead to prepare your fun, use colored cardboards for the egg-cards. The paper is apt to tear more easily. Fancy wall paper may be used for Easter egg cards and decorations, too.

Hide these paper eggs everywhere about the rooms in the house where you are allowed to play. When your friends have come, start the hunt and see who can find the most eggs. Then add up the numbers on the back of each and see who has the largest sum. Each winner should receive an Easter prize—a pretty card or a dyed egg.

You may also play Hide the Egg as one plays Hide the Thimble. One player is given an egg to hide and all others must leave the room. The egg is then hidden by the first player and must be hidden in such a way as to be *in sight* somewhere in the room. When this is arranged, call in the others and let them hunt. "Hot" means you are near the

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object. "Cold" means you are far from it. By asking, "Am I hot?" or "Am I cold?" the players find the egg. See who can find it first. The one who finds it is the one to hide it next time.

There are some little favors for Easter-time that you will enjoy making yourself. Have you ever made surprise cards? Easter egg surprise cards are something you can make from white pad paper and colored pin-wheel papers. You will need scissors and some paste.

First draw the shape of an egg on your pad paper. Make the egg about five inches long. Cut a number of eggs from paper using the first as a pattern guide.

Next, from some yellow pin-wheel paper, cut out a chick and make others like it.

After this, run your paste-brush around the edge of a white paper egg. Place a yellow paper chick upon it and paste another paper egg-shape on top so that only the edges of both eggs have paste upon them. After the paste is dry, crayon or color a fancy rim around both sides of the paper egg-shape and write upon one side:

Open this egg and you will see
What Easter brings to you, maybe!

Fluffy cotton chicks that are very cunning may be made with absorbent cotton and cardboard. Cut out paper chicks and paste over their bodies some white cotton. Cut it off to the proper shape all the way

EASTER-TIME FUN

around and your chick will be a fluffy cotton one. You may like to put one like this in your Easter surprise. If you glue a little easel-back to the chick you can make it stand upright. If you have a small black bead, glue or sew it in place for an eye.

Cooked eggs may be made into bunnies. Did you ever try to make an Easter bunny this way? When your egg is cooked hard, take some cardboard and cut from it two long bunny ears, four bunny legs and paste these in place on the egg-shell to make a bunny. A bit of white cotton will make a tail. Crayons will do to outline pink eyes and nose. If you use the best of paste and let the egg bunny dry thoroughly before you attempt to play with him, he will stand by himself.

Of course, you know how to "blow" an egg that is not cooked. If you make a hole in either end of the egg-shell very carefully and blow downward through the upper hole, the egg itself will go out of the hole and leave you the pretty white shell to use for making Easter-eggs.

Run a ribbon through each hole, after you have washed and dried the egg-shell. Make a little loop of ribbon at the top hole and a bow at the lower one. Paste a picture or an Easter sticker of a chick or rabbit on either side of the shell, and there you will have finished a pretty Easter egg!

Even though you have no money to spend for sugar eggs or candy-box bunnies, you may have just as good a time as *anybody* with Easter fun that costs nothing.

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If you could choose the kind of toys
You'd have on Easter Day,
Which would you take—an Easter egg
Or bunny made for play?

I think I'd choose a yellow chick,
And eggs and bunnies too,
And then I'd wish for more of them,
Now, really, wouldn't *you*?

OUTDOOR MAY DAY FUN

Material Required for Outdoor May Day Fun-Making: A shallow dish, some woodland moss and wild woodland plants, pebbles, toy figures and a basket with which to go a-Maying.

Springtime and Maytime! Isn't it fun? You begin to watch for the first signs of it about Valentine's Day, but it doesn't really and truly seem *spring* till you can see the big fresh outdoors in the woods—and the time to see this and celebrate it is in May.

On the first day of May, in olden times, it was the custom to go to the woods. Nowadays, we have May Day parties in the park. We choose a May Queen and, perhaps, a May King, too. We have the old, old May-pole dance and we play games. But some few of us who live near the woods just make a May Day celebration of real brooks and wild-flowers. That's the best May Day fun there is!

If you like, you may choose a May Day Queen to go with your party. I think you will want to choose the nicest little girl you know. You will not dress up to go on this May Day fun party. You will wear warm clothes and sweaters and, most likely,

THE COMPLETE PLAYCRAFT BOOK

it would be wise to carry a good pair of rubbers. Everybody must have a basket. This each child may bring with him, or you may make the baskets out of cardboard shoe boxes. To make a basket, remove the cover of the box. Cut a strip of cardboard an inch and a half wide and about eighteen or twenty inches long. Fasten one end of this cardboard strip with a round brass paper-fastener to one long side of your box. Put it exactly in the center of the box-rim. Fasten the other end in the same way, opposite. This makes a basket with a handle. If you place in this basket's bottom some waxed paper such as sandwiches are wrapped in, it will keep the moisture from spoiling your basket when damp plants are placed in it. The box should have a lining even if this be but newspaper or thick brown paper.

Your May Day fun party should carry a trowel and perhaps a dull round-bladed knife. You are going to the woods to find spring surprises and you are going to bring these home and make indoor gardens to grow for you. You are going to see who can make the loveliest. This, you see, is a May Day game—your game.

Into your baskets go all the pretty stones you may find at the brookside. The mossy small pebbles are just the very thing! You will find wee violet plants that may be dug up by the roots. Use the round-bladed knife and lift the wee plants carefully into your basket. Three or four are quite enough. Don't

OUTDOOR MAY DAY FUN

injure the woods for a later party by spoiling the flowers!

Be careful to pick only the plants you know well. Remember that some wild things are poisonous. There will be plenty of green growing things that are not—violets, Jack-in-the-pulpits, ferns and other wildflowers. And be sure to bring lumps of green moss. You will need this later on when the May fun party reaches home.

When you come home, find some newspapers and some old flower-pots—wee ones and flat drainers. If you do not have these, each child should have an earthen baking dish or shallow dish of some sort. With moss, pebbles, plants, see who can make the prettiest bit of woodland. Each child must put his moss, pebbles, and plants on a newspaper. The work does not take long. First plan what you want to do. Place the plants in the dish. Arrange them firmly with earth around them. Place moss over this to cover it entirely and then put the mossy stones where you think they would be pretty. You may make a dish landscape that suggests a grotto by a brook. Very tiny pebbles that are laid across the dish will make a brook's bed—a dry brook, it is true, but still "a brook!"

If you and your friends have little toy fairies or birds or frogs, place these in amongst the Jack-in-the-Pulpits and fern and moss. The pretty bits of woodland in your dishes should be displayed in the form

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of an exhibition and you can give a small prize to the one who has made the most beautiful one. Have those who come to view the exhibition cast votes on folded slips of paper. Place these in an open basket or box. The prize should go to the prettiest woodland nook that has been voted best. The prize may be a package of flower seeds.

If you have Jack-in-the-Pulpit plants left from the contest, place these with moss to stand upright in some dish. Fit moss over their bulbs. They will be wonderfully interesting to watch. If you have carefully gathered them without breaking stems or bulbs, the Jacks will grow and develop day by day for you just as they grow in the woody places. Even tiny green sprouts of Jacks, tall and pointed without sign of green leaf yet—these may be carried home with their bulbs and day by day you can watch the progress of unfolding leaves and blossom. This will be a real Maytime happiness! If you like, you may pot these wee Jack-in-the-Pulpit sprouts and place each in a small-sized flower-pot. It will make a lovely May-day gift to give a friend. Crêpe paper may be tied around the earthen pot with a strand of ribbon or colored raffia.

Upon the First of May, one time,
I had a splendid play:
We carried baskets to a wood
And had a Queen of May—
And each of us, with mossy stones,
And pretty things all green

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Made in a dish a fairy dell—
The dearest ever seen!
I put a Kewpie doll in mine—
Maybe you have one too
And you can make a fairyland—
It would be fun to do.

INDOOR MAY DAY FUN

Materials Required to Make May Day Fun: Tissue papers of assorted colors or Dennison crêpe papers that have flower patterns, wire, string or ribbon, some cardboard and flowers cut from wallpaper patterns, paper dolls, artificial flowers, some small cardboard boxes to make into baskets, some very small picnic plates to make into May baskets, some paper clips with which to fasten handles upon baskets, twigs from trees.

Tools Needed to Make May Day Fun: Scissors, paste.

It seems strange that May Day is usually a day that is *rainy*. Or, if it is not rainy, it never is as warm as it should be for outdoor fun. The real place for a May Day fun time seems to be right in the house if you are thinking of making a little party in honor of the day. You can still have a May Queen and a May-pole and May flowers!

In order to prepare for an indoor May party, you will need to find some colored tissue papers. Better than the colored tissue papers are the Dennison crêpe papers that have flowers printed on them. These you can cut right out of the paper and make into

INDOOR MAY DAY FUN

garlands and spring-like blooming twigs. If you have some flowered wallpaper, this, too, you may use. Cut the flowers out in clusters.

You will need to have flowers scattered all over the rooms where you intend to play. These you must cut out before the party day. An easy way to cut blossoms from plain tissue papers is to begin by making a number of small circles outlined upon pink, yellow, white and red tissue paper. You may make several folds of tissue and cut about ten blossoms at a time after you have made a pattern to use in cutting. This is a white paper circle. Fold the circle in half and cut three scollops with your scissors. Each should be deep to make the round petal of a flower. Then unfold the circle and you will have cut a blossom. Use this pattern, if it is good—if not, try again till you make a good pattern. Then make a number of folds of tissue paper, first one color and then another. Cut a large supply of blossoms. You will need to use at least six sheets of colored tissue papers. When these blossoms are “crinkled” a bit at each center, they may be strung upon a ribbon that has been threaded on a darning-needle. A knot should be tied in the ribbon between each blossom and thus you make a garland of tissue paper flowers. Each child should have a darning-needle threaded with pink, white, green or tan-color baby ribbon. Of course, everybody must have a garland to wear!

Every one must make May Day twig blossoms, too. These are done by pressing the paper blossoms on

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dead twigs, much as if the twig were like the ribbon you threaded. When the blossom reaches the place where you think it should be placed, "crinkle" it with your fingers at its center and paste it in place tight. By putting these blossoms on the dead twigs, you may make a pretty May Day wand for the May Queen.

Your party should open with a choice of May Queen. Have some slips of paper and pencils and let everybody vote. You may chose a May King in the same way, if you like. After this, give each child a basket to use in gathering blossoms that have been scattered all about the rooms in odd nooks—everywhere.

It is easy to make pretty fancy May baskets by taking wee picnic plates and fastening small handles to them. The plates are about three inches square. You can buy a dozen of them—or more—for five cents. Make a pretty colored tissue-paper mat to put in the bottom of each little dish, fringe the edge with some scissor-snippings or scallops. Then cut from colored cardboard some half-inch strips about seven inches long. Fasten the end of a strip *inside* upon a little fancy paper picnic plate. Use a paper fastener for this work. Then fasten the other end to the opposite side of the picnic plate and you have made a cunning little May basket. Each one to enter the fun of gathering blossoms must have a basket.

When all have done this, give out the ribboned needles and let each make his own garland. From

INDOOR MAY DAY FUN

these, the Queen and King may choose later the ones they are to wear. They may choose their scepters or flower wands the same way, if you like.

Then, of course, there comes the crowning of the King and Queen of May. You should have a throne arranged with shawls or chairs and cushions and crown the chosen royalty with the garlands. After this, you may like to play a flower game made with wallpaper flowers pasted upon cardboard cards. If you have no wallpaper from which to cut flowers, you may write the names of flowers upon plain white cards cut to the uniform size of three by four inches.

This is the way to make a Flower Game: take cardboard and rule it off evenly into cards each about four inches high and about three inches wide. Make twenty-four cards. Write the names of six spring flowers upon the cards: first, four cards of one name and then four cards of another name, and so on. There should be four similar cards in each series.

If you have flowered wallpapers, you may illustrate the cards by pasting on each of four cards a similar flower. Be very careful to make four alike—*exactly alike*. Use six varieties of flowers for the game. Mount each cut-out flower design very carefully and neatly on each card.

The Flower Game is played by four or more players. No more than six may play it and not less than four. When cards are dry, they may be placed in a pack to await the time when you wish to use them for your May Day fun. Then, when you play the

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game, begin by seating the players around a table. Shuffle the pack of flower cards thoroughly and deal a card at a time, face down to those seated around the table. When all are distributed, tell the players that each must obtain a handful of four similar flowers. (If you have illustrated the cards with wallpaper flowers, it may be well to show players before the game starts just what flowers are in the pack and name them so there need be no mistake. If you have *written* names only upon the cards: violet, bloodroot, windflower, Mayflower, Jack-in-the-Pulpit and like names, you will not need to do this.)

Play is made in turn. Each player may ask any other for the kind of flower he wants to collect. If that player has the flower, he must give it up. Then the player is entitled to another turn till he fails to obtain what he asks for. The first to make a bouquet or handful of four similar flowers wins the game.

There is still another May Day card game you can play. It is played with the same cards and is called May-flower.

Deal out the cards, one at a time to each player. When all are dealt, the players may take up their cards. Each must put a flower in the center of the table as his turn comes. If any player can put down a May-flower, this takes all the cards that are in the center of the table. The one to take all the cards wins.

A pretty prize for the winner of a game is a wee

INDOOR MAY DAY FUN

May-pole. You may make it yourself. You will need some green crêpe paper of two shades, some narrow baby ribbon, and some artificial flowers.

First, cover a smooth stick about ten or twelve inches tall with green crêpe paper. This is done by cutting a narrow strip and pasting an end at the end of the stick to cover the point. Then twist the strip carefully and smoothly around the stick to cover it. Fasten it again at its base and cut off any end of crêpe paper that there may be.

Next, while the pole is drying, make a pretty green circle to put the pole upon. This is made by cutting a big circle of white or green cardboard. The circle should be at least eight inches in diameter. On this circle, you must paste grass cut from dark green crêpe paper. It sounds strange to say that you can make grass but if you look at the picture you will see how this grass looks. It is easily made by cutting one inch strips of the paper and snipping this doubled. Then paste these strips around and around the flat circle letting each plain under part be pasted over the first plain part till your circle is covered. Begin at the outer rim of the circle and work inward. When all is dry, ruff up the snipped paper to look like grass.

Make a circle of narrow cardboard about ten inches in diameter and cover it with twisted tissue paper to form the ring of the May-pole's top. Tie this with ribbons that fasten tight to it and fasten again at the top of the wooden paper-covered pole's

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top. Then tie a knot of little artificial flowers with a bow of ribbon to cover any ribbon ends or pasted paper that is there. The ends of the ribbons—there should be about four—hang down to make the May-pole streamers. Paper dolls fastened at the back with wire standards may hold the streamers of the May-pole.

If you like, you may have the May-pole upon a table and serve lemonade and crackers from the table. In this case have a paper doll for each child and have all numbered. Give one to each little guest. The numbers tally with little favor gifts of artificial flower nosegays that are passed around in a basket with the crackers. Each must find his own by number. Then, of course, everybody pins his nosegay on with a pin.

After the refreshments, the Queen and the King choose games to play—and then the May Day party says good-bye and runs home, each with his or her little May Day basket and nosegay. I think everybody will have had a good time, don't you, when good-bye is said at *your* May party?

We had a party at my house,
Upon the First of May:
We chose a May Queen and a King
Just for a May-time play.
We hunted paper flowers
And we strung some garlands, too,
Though all were made of paper,
It was great fun to do.

JUNE FUN

Materials Required to Make June Fun: Pictures of birds, cut from Dennison crêpe paper or from printed bird pictures; cardboard to cut for a game made of cards, bird stickers that come as gummed seals.

Tools Needed to Make June Fun: Pencil, scissors, ruler.

Bird Fun is splendid play for June weather. You may plan for it in advance, for you will need to find at least ten or twelve large pictures of different varieties of birds. With these you are to make a row of hanging illustrations. None of them must have upon them the name of the variety of bird it represents. Your friends, when they come to share your fun, must guess. See who can identify each bird in each picture!

To help the fun, you will need to prepare tally cards: cut big cards from pasteboard. Each card should be about six inches by four inches. If you can buy some boxes of colored bird seals, ornament each card with one sticker at the top. Make a hole at the side of the tally. Tie a pencil to a strand of colored raffia and loop the raffia through the hole.

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Each one who plays the game must have one of these tally cards. Each must look at the bird pictures carefully and, without talking with another player or exchanging notes, must write opposite the *number one* on his card what *number one* bird in *number one picture* is. This may or may not be guessed right but you must have everybody write an answer. Then *number two* is looked at and guessed the same way. This continues till all the set has been guessed.

Now, gather together all the cards after the children have written their names on the backs. Give them out again so that nobody has to correct his own list of guesses. Then read aloud the right list beginning with *number one* and continuing in proper order. The wrong guesses on each card are crossed off each time by those who are correcting cards. At the close, the card that has the most correct list wins and the child whose name is on its back may receive as a prize a pretty picture of a bird that you have yourself mounted upon a pretty paper mat.

After this, you may have a bird hunt. Cut from some Dennison bird pattern paper all the birds illustrated: bluebird, robin, woodpecker, sparrow, and so on. The Dennison papers may be secured in any town. If you cannot get them, you may cut outlines of birds from colored papers and write a bird's name upon the back of each bird you make.

Hide the birds around the room. There should be about twenty birds hidden here and there. Place them in easy places, not too difficult to get at or too

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hard to find. Then let the little friends hunt for them. See who can find the most birds. At the close of the round of the game, each child must tell what his birds are. (If paper patterns of birds are used and names written on the back, the child who holds the birds must tell what the distinguishing feature of each variety he holds is—bluebird is all blue, robin has a red breast, sparrow is small and quarrelsome and has a speckled breast of brown and white.) If the player to whom a bird belongs cannot properly describe the species, he cannot keep the bird.

The birds that cannot be kept are taken by one of the players who has the largest number himself and hidden about the room again. Then players are called in to try again. This continues till all birds have been properly found and identified. The one who has most successfully identified and found birds wins the game.

After this game, you may play another: take pencils and papers and see who can write the longest list of birds. Who knows the most birds?

There is still another game you may make and play. It is called Bluebird. It is made by cutting cards from bristol-board. Each card may be ruled from a series mapped out with ruler and pencil on a big sheet of thin cardboard. Make the cards about two inches wide by three inches high. Write upon two, *robin*; upon two more, *woodpecker*; upon two more, *thrush*; upon two more, *oriole*; upon two more

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catbird; upon two more, *sparrow*; upon two more, *blackbird*; upon two more, *goldfinch*; upon two more, *lark*; upon two more, *thrush*; upon two more, *warbler*; upon two more, *blue jay*, and then write on one card *bluebird*. This makes a set of twenty-five cards. You may add other pairs of birds to it if you like and there are to be a number of players.

Any number of players may play if you add cards enough. For twenty-five cards, as many as six may use one pack. Place all the cards together and shuffle them well. Then deal out one at a time all the way around your table, face down. Nobody may see what the cards are till the dealer is through. Then, without letting other players see what cards are that each player discards, each must proceed to mate pairs of like birds. Two robins or two woodpeckers and so on. Wherever two of a kind happen in the hand of any player, the cards are put together and placed face down on the table beside that player.

After this, each player in turn exchanges cards with the player at his left. In doing this, hold your cards so that nobody but yourself can see them. When all cards of birds are mated, the player to hold the bluebird wins.

If you live in the city you may illustrate your game with pictures of birds. At the stationery shop you will find that they sell gummed stickers of bird pictures in wee boxes. Each box costs ten cents and the sticker pictures are used for sealing letters or packages. They come in assortments of varied bird

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pictures and the seals may be pasted on the cardboard cards to make your bird game. It will be fun to play with it at other times than just in June, I think, don't you? You may make a set of these cards for a prize to give at your June Fun party, if you like.

June's the time of bird song,
June's a time of glee,
June's the time for parties,
Fun for you and me.

Little birds are singing,
Everything is gay,
We, too, will be making
Jollity to-day.

FUN FOR JULY FOURTH

Material Required to Make July Fourth Fun: Red tissue paper, white string, thin cardboard, patriotic flag stickers in five-cent envelopes, some patriotic crêpe paper napkins with flags printed on them, some sticks of candy.

Tools Needed to Make July Fourth Fun: Scissors, pencil, paste, ruler.

July Fourth, I suppose, means to you fire-crackers and noise, parades and patriotic speech-making. But there *are* more ways than these to enjoy its spirit of celebration. It may be that *you* live away from places where fire-crackers go off *bang!* In this case, you and your friends may have fun with some patriotic games. These are all quiet games that you may play at a fun party. They are quite as much fun as noisy ones and, I think, better fun than most noisy ones!

Your fun may include fire-crackers too. But these fire-crackers are not made with powder and do not go off *bang*. They are prizes for your games. You will need to make the fire-crackers before the day of the celebration—unless, just for fun—you think others might like to help make fire-crackers and learn how.

FUN FOR JULY FOURTH

In the picture of July Fourth's fun, you will see the fire-crackers. They look real, certainly! They are so real that you'd believe them truly-ruly fire-crackers, but there is inside of each *candy!*

You will need to have some sticks of candy and beside these some thin cardboard that will roll easily. (Maybe, if your mother thinks you can't have candy, you can make the crackers without. I made some without.) First, divide your candy sticks into three parts, if you have them. Roll each part in some waxed paper. Cut some pieces of thin cardboard two by four inches in size. Put one bit of candy roll upon the cardboard and then roll this to form a tight tube. After this, roll the tube in red tissue paper that comes a penny a sheet. Tie at one end with a white string and then poke both twisted ends back into the tube—and the fire-cracker is all made! It takes no time at all! One sheet of red tissue paper is enough to make a number of crackers—all sizes. You may make very wee ones as well as large ones but keep the sizes uniform: little ones all alike, big ones all alike. This is done by cutting the cardboard in similar size always.

If you have some crêpe paper napkins that have flags at either corner, you may make real little flags for decoration by cutting these from the napkins and pasting each upon a strip of heavy cardboard or a stick. The shield of the United States may be cut in the same way.

With the flags, you may play a game. Cut a pic-

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ture of Uncle Sam from some magazine. Mount it with paste upon a large sheet of cardboard. Gather the children who want to play the game with you and have a big handkerchief to blindfold each in turn. Put the picture of Uncle Sam at one end of the room and see who, blindfolded, can place his flag closest to him. *That* one should receive a fire-cracker reward. You may play the game as long as you like in as many rounds as you think fun. Each time, there should be a reward for the successful winner.

In the same way, you may make a similar game to play with a five-cent flag. If you have no flag, you may cut a large oblong of white paper and make one by pasting strips of red tissue or red paper to form stripes upon it. From some paper, cut out a star for everybody who wants to play and see who can put his star upon the ground of the flag where Uncle Sam's stars should go.

Another game is a test for your knowledge of United States history. You may make it with a package of five-cent flag stickers and a half a sheet of white cardboard. Find a pencil, ruler, scissors—and your book of United States history.

Rule off upon the cardboard fifty-three cards. Each card must be about an inch and a half or two inches wide and about three inches high. Make every card the same size.

Divide the pack—twenty-six cards in one pile and twenty-seven in another pile. Take the twenty-seven cards and divide this pack, excepting one card. On

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thirteen cards, paste flag stickers. On the extra card write the date of the Declaration of Independence and under it paste a flag.

The other pack of plain cards, thirteen in number, should each have an important date of history written on them. Begin with early Colonial history and carry your dates up to the present time.

These twenty-seven cards may then be put in with the plain cards of the first divided pack. Mix all up well.

Seat players around a table—as many as six may play. As few as three may play. Deal out five cards from the big pack to each player. Deal with backs down so that nobody may see them. Only players playing may see their own hands. There may be no questioning between players as to what numbers of dates stand for. Reference may be made to the history book but only between deals or rounds of play.

To begin, the first player must lead out a date. If he has none, he plays a blank card. If he has no blank card, he plays a flag. But the player who follows a date card must try to take it with a flag and tell, in so doing, what that date stands for in United States history. When new hands are needed, the player at the dealer's left deals out new cards to each player again. These are all taken from the complete pack first made. The first player to gain a score of *thirteen* that stands for the original States wins the game. Shuffle all cards after each round, taking every play-

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er's gains back into the pack with all plain cards that have been put on the table.

Another nice thing to do at a Fourth of July fun party is to find some big railroad map of the United States and mount this upon a big piece of cloth or cardboard. With it, you may play a United States game. Give every player a pin with a piece of round paper a quarter of an inch large. Write every player's name on the back of his paper. Run the pin through. Then count out to see who shall begin the game.

Blindfold each player in turn and as you start each toward the map, blindfolded with arm outstretched and pin on paper, tell the player to try to reach Washington and put his circle on the District of Columbia. It will be very funny to see where some players locate this, but the play is continued till some one of the party is successful. Then give out the little Fourth of July favor or prize you have prepared.

If you have lemonade and cake afterwards, put flags on the tray or table where you serve the refreshments. If you can arrange to give everybody a piece of cake with a crêpe paper flag upon it, it will make an appropriate little remembrance of the fun party to carry home. And I'm sure if you show the children how to make the fire-crackers—even without candy in the cardboard roll—they'll think that is jolly to know. Inside each you might roll a little patriotic verse, maybe.

FUN FOR JULY FOURTH

I like to look up in the sky
And see there in the breeze
The Stars and Stripes a-floating high
Above our tallest trees:
It is so very beautiful
I'm glad that I can say,
I'm glad I am American
Hooray! Hooray! Hooray!

OCTOBER HALLOWE'EN FUN

Material Required to Make October Hallowe'en Fun: A sheet of cardboard to make a Witch's Cat Game, some black paper from which to cut cats, some orange-colored crêpe paper and cotton with which to construct pumpkin favors, some lemon juice to make magic ink, some small kitchen kettle for a cauldron and three stout tree twigs for its supports, some white pad paper to use in making "fortunes."

Tools Needed to Make October Hallowe'en Fun: Some crayons, scissors, pins, a clean steel pen with pen-holder, paste.

Hallowe'en is always fun. I dare say you will want to plan for a party yourself. Maybe you will like to play the old, old games, but maybe, too, you will like to make some new ones, so I'll tell you about some.

First, you will like to make your invitations. If you can get as many correspondence cards and envelopes as you have guests to invite, each card may be decorated with a black cat cut from black paper. To make these, first draw the outline of a cat on white paper and then use this as a pattern to guide in the cutting of cats from black paper. If you have some pieces of black velvet, this may be used in place of



September Fun is a Leaf Race with Bright Colored Leaves.



October Fun is for Hallowe'en and a Funny Witch has Made Magic Ink for It.

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the black paper. The invitation cards should each have a wee black cat pasted upon them.

When the invitations have gone, you will then need to start other preparations that will make plenty to do to keep you busy in spare time. First, there are the pumpkin favors to make. They are not hard to construct but they take time: cut as many circles of cardboard as you have guests. Each circle is to be the foundation of a pumpkin. A circle that is about three inches in diameter—or less—is easy to manage. Put one of these upon a circle of crêpe paper that is three times as large. Gather the edge of this big crêpe paper circle into bag-shape. Stuff it tight with cotton, and when you have made it look like a pumpkin, tie a string tight at the top. You will need to make a pumpkin stem by twisting the ends of paper above this pumpkin with paste. A big green paper pumpkin leaf may be pasted on each pumpkin. If you like, you may outline pumpkin faces on each pumpkin. You will have to do this carefully or else your work of pumpkin-making will be lost. Use a paint-brush with dark paint and do not use much water on the brush. If you use much water, there will be a blot and all your work will have to be started anew.

To make a game of Witch's Cat, take a sheet of cardboard and paste upon it some picture of a Hallowe'en witch. The pictures are not hard to find. You will always find them in the gay crêpe papers used for Hallowe'en decoration. If you cannot find

OCTOBER HALLOWE'EN FUN

this picture, you may easily draw the picture of a witch and her broomstick. After you have all bobbed for apples in the usual Hallowe'en fashion, see who can put the witch's cat upon her broom. Give each guest a small cat cut from black paper. Everybody should have a pin, too. Blindfold each child in turn, and turn him three times. Then start him, hand outstretched with pin run through the cat, toward the picture of the witch hung at the end of the room within easy reach. The one who can put his cat on the broom wins the game. It will be funny to see where the other black tabbies go—anywhere but the right place! A pumpkin is, of course, the prize.

You may prepare Witch Fortunes. They are great fun for Hallowe'en. First, you will need to squeeze a lemon into some clean little jelly jar. Strain the juice. *This* is magic ink! The lemon juice is truly wonderful, for I dare say you never before realized that it was possible to make writing-ink with it. It seems perfectly clear and colorless.

But take a piece of white paper and a clean steel pen. Write a few words with the pen after it is dipped into the lemon juice. Let the paper dry. You can see nothing upon it afterwards! And now for the magic! Just take a warm iron and pass it over the paper—lo, out of the white sheet come the words that you wrote, all black, as if written in ink! The sheet may be held toward the screen of an open fire quite

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as satisfactorily for bringing out the hidden writing as using the hot iron.

Now for the making of Hallowe'en fortunes: Take a pad and write short "fortunes," one on each leaf. When the sheets are dry, roll each one and put it in a kitchen kettle, that you may easily make into the cauldron by tying three stout twigs together and letting the cauldron hang below them on a loop of string. Witch ink will blot as easily as real ink, so be careful about having all sheets dry before being rolled and placed in the pot.

After you have played the usual Hallowe'en games, have a black-clad "witch" (that may be you or some other boy or girl) enter the room and beckon the guests toward the fireplace. Seat them in a half-circle around it. Then ask each guest to take from the magic pot one "fortune scroll." When each has taken one, begin at one end of the half-circle and let each guest read aloud his "fortune." Each fortune will have to be held toward the warmth of the fire before it will appear, and as the children have not before seen this most magic wonder, it will be very mysterious, and great fun for you who know that it is only everyday lemon juice! When all fortunes written on the papers have been made clear, let each guest read his aloud. That is part of the fun, you know. The fortunes, for this reason, must be made short and funny.

For another "round" of fortune-telling, prepare papers with witch writing that have the names of

OCTOBER HALLOWE'EN FUN

various careers upon them: rich man, poor man, beggar man, doctor, lawyer, chief, cook, boarding-house keeper, writer, artist, editor, newspaper man, policeman, president, are many of the professions you may name. Never mind if *girls* get them—that's all the more funny! You will think of many professions and you may choose those that you think might be most amusing for your friends.

Next, prepare a third "round" of fortune-telling by drawing pictures—yes, *real pictures* on the pad paper with the witch ink. Let the outlines be simple, of course. Write under each what it is intended to represent. Mark, for instance, *The House You Will Live in Some Day Soon, A Future Friend Who Will Influence Your Life, The Place Where You Go to School, Where You Ought to Go to Buy Candy, The Place Where You Will Find a Bag of Money, Your Lucky Sign*, and many other things. Illustrate these with drawings of simple things like houses or landscapes or objects. Then use these in the magic fortune pot to try at the Hallowe'en gathering around the fire.

Still another form of fortune telling that you may play with the magic witch ink is to write upon half of the papers the word *Yes* and upon the other half the word *No*. Then tell all the children to make a wish and turn around three magical times: bring in the potful of papers on which *Yes* and *No* are written and let every one choose a fortune scroll again. It will be said that those who receive "Yes" will have

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their wish come true and those who have "No" will not. *That*, as everybody knows, is just Hallowe'en play and, nothing more—simply fun.

If you intend to have a little "party" at a table after this fun, decorate it with big cardboard pumpkins shaped first from patterns you drew. Cut these out for place cards and paste over each some orange-colored crêpe paper. Outline on each a Hallowe'en face. These may be your place-cards. They can be made to stand with easel-backs pasted to them.

Your last "round" of witch fortune scroll reading *might*, if you like, have some papers with the names of the guests written on them. One at a time, let half the company draw till all have chosen a partner to take to the table, or to play a game again.

They say upon All Hallow's Night
That *witchcraft* will come true,
But I hope that lots of *funcraft*
Is what may come to *you!*

THE THANKSGIVING FUN MAKING

Material Required to Make Thanksgiving Fun:
A baking dish with wide brim, a large piece of brown manilla wrapping paper, some string and enough home-made jokes to fill the pie so every one will receive a "helping."

Tools Needed to Make a Thanksgiving Fun Pie:
Scissors and brown or black crayon or paints.

In November every one is thinking of fun for Thanksgiving Day's dinner party. Probably you will like to make something to contribute toward it too. Did you ever make a fun pie, I wonder? A fun pie is easy to make and it's the very thing of all jolly things for Thanksgiving. It is a pie made of jokes with a crust of brown paper—and it doesn't even need to be baked, for you may easily brown its crust with crayon.

Keep your pie-making a secret, if you can. Possibly you will need to let Mother into the joke because she will be the one to lend you the baking-dish—but I'm sure she won't tell!

How many are going to be at your Thanksgiving dinner party, I wonder? There is Grandma, Grand-

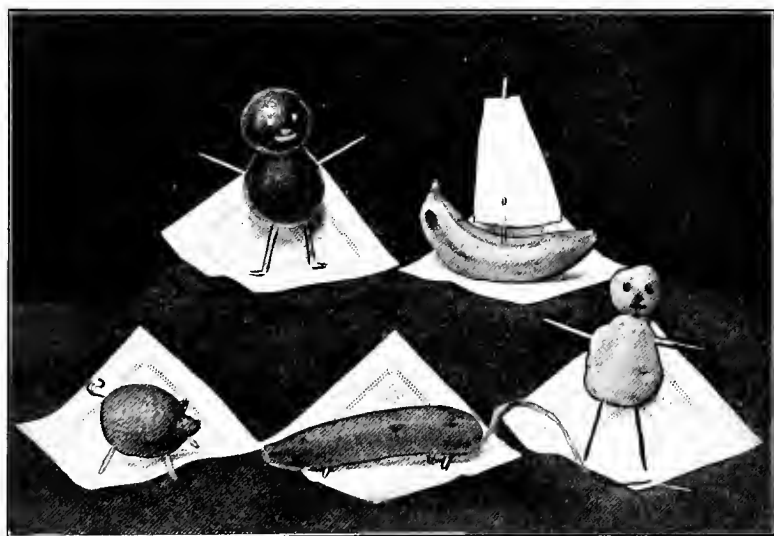
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pa, Mother, Father, Auntie, Cousin Tom, Sister, Brother, Baby and yourself, perhaps. *That* makes ten. Maybe there are more or less but you'd better make a list. Then you must prepare some funny little joke for each member of the circle. These jokes may be appropriate little verses cut from magazines or newspapers—things about Thanksgiving. They may be little gifts that you can make yourself. If you have any money to spend, you may like to buy small favors to put into your pie. These you can get cheaply at a ten-cent store and all should be very small things, not more than two inches large at most. The "penny store" is a good place to buy "jokes"—maybe for Grandpa who is always losing his glasses, you might buy a penny pair, and for Grandma who is afraid of spiders, you might buy a big wiggly Japanese toy spider to make her laugh, and for Daddy who is always on time, a penny watch. You can think up the appropriate joke and write something to go with it. Then do up every little gift carefully in white tissue paper and tie it with string or with a long length of ribbon at least seven inches longer than its looping knot.

Put all packages into the baking dish and see if they fit in nicely. If they do not, you will need to put some "stuffing" of tissue paper into the baking dish and fit it down first. Then the presents may be put in afterwards. But before you do this finally, get the shape of your pie-crust!



A Pieful of Fun for a Thanksgiving Party.



Some Playthings Made from Lemons, Oranges, Potatoes and Bananas.

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Take the baking-dish and invert it upon your brown manilla wrapping paper. Take a pencil or crayon and draw all around its rim to get the size of your dish. Cut this circle out, allowing at least two inches extra rim all the way around. Then turn it over on the side where nothing at all is marked. On this side, mark off the baking-holes at the center of the pie, as cooks cut them in the crust. Make one hole for each member of the Thanksgiving party. Cut through the paper crust at each marking—just a slit—and pull through it one of the ribbons or strings. Then take your long string and tie the paper crust tight to the rim of the baking-pan.

When the crust is tightly secured, cut it where it may need cutting around its base. Make this neat. It should look like a real crust. Your brown or black crayon will help you to mark around the edge of the pie-crust. Then all is done.

When dinner is ready, let the cook into your secret and have her put your pie upon a plate and serve it before Daddy. Then everybody will take a string and when you count, "One, two, three!" every one will pull at once—and out come jokes for everybody!

When Mama's bakin' cookies, the kitchen smells so nice—
All cinnamon an' ginger an' different kinds of spice—
I like to go an' stay there: I kind of hang about:
Sometimes I get a cookie, sometimes I go without!
But if I'm very quiet an' very good, you know,
My Mama's sure to give me some of her bakin' dough.

THE THANKSGIVING FUN MAKING

An' then I'll make a cookie man when all the work is done—
He'll maybe be quite hard an' black but baking is such fun!
Most nobody will eat him. It's funny but it's true—
He never *tastes* at all at all as Mama's cookies do!

CHRISTMAS FUN PARTY GIFT-MAKING

Material Required for a Christmas Gift-Making Fun Party: Boughs of evergreen, empty spools, red ribbon in five-cent rolls, some fancy candles—either small birthday-cake candles or larger ones—some Christmas seals and a sheet of thin cardboard either colored or white.

The Only Tools Needed Are Busy Fingers.

At Christmas time everybody is making presents and, of course, you want to make presents too. It is often very hard to make presents—especially when one has no money with which to buy materials and when one does not know how to make gifts from “almost nothing at all.” But, I dare say you *could* join together with some of your friends and, each paying a penny, you might have a Christmas fun party and make gifts that are suitable for little remembrances that really cost very, very little.

You must buy a roll of red ribbon. At Christmas, this can be found at ten-cent stores for about five cents. Some twenty-five or fifty Christmas seals, gummed, will cost five cents more, a box of birthday-cake candles or Christmas tree candles will be ten cents, and a sheet of cardboard will cost five. This

CHRISTMAS FUN PARTY GIFT-MAKING

makes in all about twenty-five cents. It is enough to make many, many Christmas gifts that are dainty and easy to make. Let all the children who come to your gift-making party contribute some of the materials which all are to share alike. You will also need to ask each child to bring his own scissors, crayons, and some empty spools.

Arrange a big table for work and put newspapers upon it to cover it. Put newspapers under each chair to catch work materials that may clutter. It is easy to cut snippings carelessly and if you are careful to put the newspapers down on the floor to catch what may fall, it will save time and trouble in quick clearing-up.

You will need to contribute some boughs of green fir or Christmas-tree for the use of all. Often at the places where Christmas-trees are sold, boughs are cut off and thrown aside. These are useless and may be secured for the asking. If you live in the country, perhaps you can pick some Christmas greens yourself. With these, you are to make the Christmas greetings and little gifts.

Divide the fir boughs between all the children. Give each the same number of candles and an even share of all the spools and ribbon and cardboard. Then everybody will be ready to start work.

Little cards may be made by cutting the cardboard into pieces one or two inches wide and made oblong. The Christmas seals may be pasted on them to make little cards. With your green crayon, you may make

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a fancy green edge to each card and write upon it Merry Christmas.

A pretty way to give a Christmas candle is to cut a twig of fir and tie to it a little fancy candle. Make a hole in one corner of your card and fasten this to it and tie a bow. This is easy to do and you can make a gift for everybody this way. You may do the presents up in white tissue paper and tie them with gilt cord that comes at the shops in large rolls for five cents at Christmas time.

Another little giftie that is fun to make is a wee Christmas-tree. To make it, you will need a twig of green fir and an empty spool. Color the spool with paint or with crayon. Fit the twig of fir tight into the upper hole of the spool—and there you have a tiny Christmas-tree! You may write on a cardboard card this little verse:

Here is a tiny Christmas-tree
That takes my Christmas wish to thee:
The little gift may seem quite small—
It's just to show my love, that's all!

Probably you will be so busy at your Christmas gift-making fun party that you will not want to play games. Everybody is busy with making the presents, you know. (I think, too, everybody ought to help pick up afterwards, don't you?)

After the room is set to rights, just for fun, if you like you may play a Santa Claus Christmas game that is very easy to make: Take a spray of fir bough and

CHRISTMAS FUN PARTY GIFT-MAKING

fasten it at one end of the room. Cut as many colored stars from paper as there are children at your fun party. Give each child a star with a pin. Count out to find the order of play. Blindfold each child in turn and start him toward the spray of green fir that represents the Christmas-tree. Each is going to try to pin *his* star at the top of the tree. The one who does this first wins the game. Nobody may feel around for the top of the tree—the first time one touches anything, the star must be pinned right there. Every player's name should be plainly written upon his star.

If you like, you may also make Christmas-tree trimmings at your fun party. You have probably learned how to make pretty linked chains from strips of colored papers, how to string pop-corn and make ornaments by gilding nuts. If your mother thinks best, you may have some colored tissue papers and wrap candies in them. These may be used for tree decoration by tying them onto the tree with gilt cord. I am sure you will think of many other things to do. I have just told you of some that are simple and that cost hardly any money—and are fun to make.

If you would make a Christmas
That would last throughout the year—
You need not make one Christmas *gift*
Just give yourself, my dear!
And make *yourself* a Happiness,
A gift to every one,
Of joy and cheer and gladsomeness,
And merry play and fun.

THE MASQUERADE PARTY

Material Required to Make Paper Masks and Wigs: Brown manilla wrapping paper and plain wallpapers.

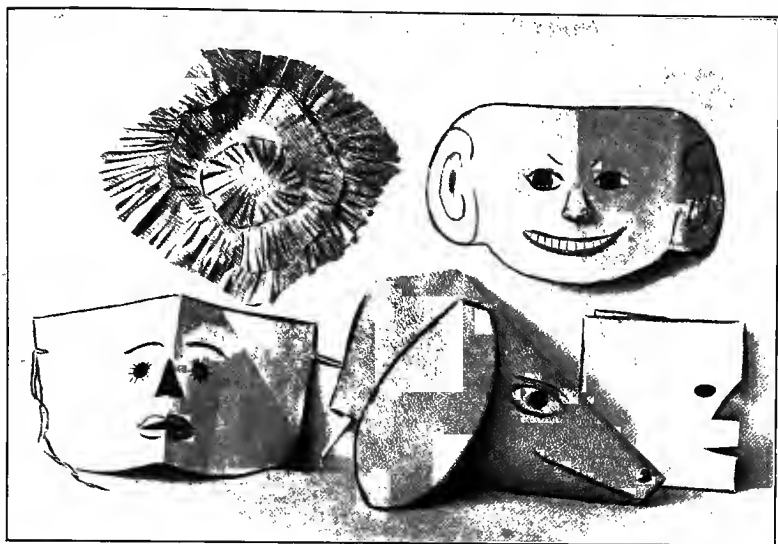
Tools Needed to Make Paper Masks and Wigs: Scissors and crayons and tape.

A dress-up party with masks made from paper and costumes of pillow-case and sheets, is great sport. You and your friends may make your own masks. As for the costumes, you make these, as you know, by winding the sheets about your body.

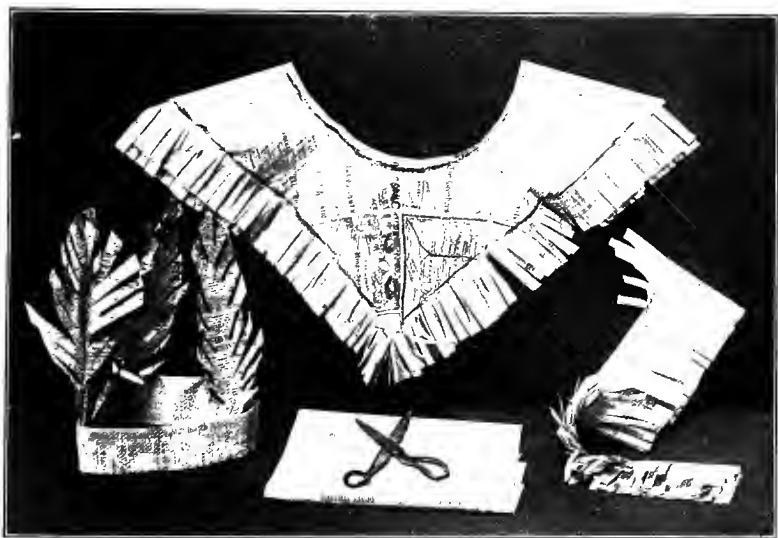
You may make masks for little home plays and for Hallowe'en. The masks are not hard to cut. Take a piece of heavy wrapping paper and cut this as long as the width of your face from ear to ear. It should also be as high as your forehead's top to your chin. Fold this paper.

Take scissors and cut a triangle in the fold. This should be about the size to fit your nose. On either side of this, cut a round eye. Below the nose opening, cut a mouth—be careful not to make this too large.

Take your crayons and color the mouth, the shape of eyes and eyebrows. Color red cheeks, if you like,



Brown Paper Masks Cut with Scissors.



Indian Head-dress Made of Newspaper, Collar, and Newspaper Trimming.

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and ears. Tie tapes at either end of the mask so that it will fasten. You will hardly be recognized when this is on!

Another way to make a nose for a mask is to cut this out *flat* instead of cutting the nose piece out entirely. Outline all around it with crayon. Cut sides only.

If you have some brown wallpaper or tan-colored wallpaper, this will make you an animal mask. Roll it into a very large cone. The point of the cone will be the nose of the animal mask. Cut around from the lower part of the cone. Make it large enough to form the neck of the mask. Fasten the large end of the cone together to make the back of the animal's mask head. You will need to cut big ears to paste in place on either side of the mask. Mark off all the shape of ears, eyes, nose—and possibly whiskers—with dark crayons.

When you put the mask on, have some person fasten it upon your head. The end of the cone will have to be lapped tight around the back of your head and pinned. You will find it easy to see out of the eye holes.

Sometimes, if you like, you may have a newspaper dress-up party. Your masks may be all of brown paper and your costumes all of newspapers! I dare say you never knew that you could make dresses from old newspapers but you can—yes, you can!

If you fold a strip of paper several folds thick, it will make the headband of an Indian head-dress.

THE MASQUERADE PARTY

Feathers for this may be cut from several thicknesses of paper. Cut these feather-shaped and fringe them with scissors. Paste the thicknesses at their centers and let the scissor fringe be roughened a little by your fingers to look like feathers. The head-dress can be pinned around your head and fastened firmly in place. It may be colored with crayons.

If you want to make a funny wig, cut a small circle of newspaper and fringe it deeply all the way around. Then cut a larger circle and fringe this the same way. Cut still another circle and fringe this, too. If a long-haired wig is desired, add to one side a long square and fringe this—add still another and fringe this in the same way. Then take all the parts, putting the fringed squares one on top of the other under the big circle. Place the middle-sized circle on the large one and the smallest one on top. Paste all. When dry, fasten the “wig” on your head with a wire hair-pin.

You may easily make a skirt of newspaper by gathering two sheets that have been pasted together to form a double length of four sheets. Use a big darning needle and run it through the top of the newspaper pages. Then tie these around you to make the skirt.

A waist may be made by cutting a page of newspaper to “fit” by making holes for your arms to pass through.

These waists may have collars and be very elabo-

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rate. The collars are made of a fold of paper, double. Cut a half-circle for your head to slip through. Ornament the base of the collar with trimming that is cut of long strips of newspaper slashed or scalloped. You may make very fancy trimmings for your newspaper dress—just see *what* you can do!

Long slashed strips of newspaper folded double may be snipped to look like cowboy leggins' fringe. This can be sewed to your trousers, if you are a boy. It will make a good cowboy suit for little dramatic entertainments that you get up at home.

Use your own ingenuity in making and cutting these costumes. They may be of many kinds. You may draw upon the paper with colored crayons, if you like.

You and your friends may make ball gowns as well as Indian costumes and cowboy suits. If you want to have fun, let each make his own dress and then have a "parade" later. Let the household vote as to which costume is best made.

There ought, of course, to be a prize for the one who is cleverest in making his fancy dress and mask. Mother may be able to find a prize, if you let her into the fun.

One thing, remember: be careful to pick up after the play is over. Newspaper cuttings should be gathered up and placed in wastepaper baskets. Don't make WORK for somebody else in making a good time for yourself!

THE MASQUERADE PARTY

I always thought that party clothes
 Would need to be quite fine
But with some newspapers I made
 A funny dress for mine.

It was a paper party fun
 We children made one day:
We had a truly splendid time—
 I tell you it was gay!

You wouldn't think that *newspapers*
 Could ever make such fun
But it was most re-mark-a-ble
 To find what could be done!

THE INDOOR PICNIC FUN

Material Required to Make an Indoor Picnic: A big market basket that is filled with picnic things, a table-cloth, some plates, paper cups, napkins, and picnicky good things.

An indoor picnic is always fun. You may use the picnic idea for many parties, if your mother thinks it wise to let you have the necessary things. It may be that she will give you leave to make the picnic party up yourself. If you do this, arrange all the necessary articles like plates, tablecloth, napkins, cups on a big table. Then, as your mother permits, arrange your good things to eat. You might make bread and butter sandwiches, peanut-butter sandwiches, or any other variety that you know how to make. Pack these carefully in the basket, done up in paper or napkin. Maybe you will have cake and fruit too. These with dishes, tablecloth, cups, napkins should all go into the big basket. When all is finished take this very precious picnic to some safe retreat where there are no mice to get into it or little brothers and sisters—I'm *afraid*, yes, I am afraid—might nibble it.

Plan the games you can play when your friends come. It might be well to make a list of good jolly

THE INDOOR PICNIC FUN

games to play at your indoor picnic, don't you think so? When the children come, you will be ready at once to begin the fun. When it is time for the picnic, tell all the children to go out of the room, you will let them come back later and hunt for the picnic! Isn't that exciting!

But don't bring in the big basket! No! Just take a slip of paper and write upon it something like this:

A funny little, happy elf
Has placed the picnic on a shelf—
You are the chosen one to go
To secret spots where picnics grow:
The cook has placed it safe away;
We're hungry: Please do not delay!

Hide this paper slip—somewhere quite hidden and *well hidden*. Then call the children in and tell them to find the picnic. They will look under the couch and table and hunt vainly in all possible places that are large enough but they will never think of looking for anything small!

If any child "catches on" he may demand some explanation, so you may tell the children that the directions for finding the picnic are "somewhere." Then the hunt will start off again with new vigor. At last, when the directions are found, the one who finds them may go after the basket. Then you will let this one take charge of the picnic planning when all have decided where to "have the picnic."

There are various places that might be fun. It

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might be fun to have the picnic out in the hay in the barn, or up in the attic where on a rainy day the rain sounds so sociable pattering on the shingles above. It might be fun to have it right on the play-room floor. It might be fun to have it by the fire-side around a warm open fire. Much will depend upon the day of your picnic celebration. I am sure you and your friends will know the right spot somewhere right at home.

If the picnic is given when the room is growing dusky at twilight, don't pull the shades down and light a light: have a lantern and have your picnic by *that!* It will be more of a spree, don't you think so? The picnic should always be a floor picnic. Did you ever hear of a picnic that was on a table? I suppose you have—come to think of it, I *do* remember having sat down to a picnic once-upon-a-time, but I think picnics on the ground are more fun and picnics on the floor are certainly quite as much fun!

It may be good to know how to make special picnic serving dishes, for some time you might like to use this indoor picnic play in connection with some other fun party. You may also arrange to have the picnic search party in the form of another kind of game. Instead of packing all the picnic in a big basket beforehand, arrange slips of paper with the names of picnic things upon them like this:

Tablecloth is out in the dining-room on a chair by the window. Go get it.

THE INDOOR PICNIC FUN

or like this:

The sandwiches are in the kitchen. Go ask cook for them and put them on the table here.

or like this:

The cake is in the closet of the dining-room in plain sight. Bring it but don't eat it, please.

When all the picknicky things have been finally found, the picnic may take place—but not till the last direction slip is accounted for. Perhaps you have even forgotten yourself where you placed it—and in that case *you* can join in the general hunt! What fun!

The special picnic serving dishes may be made by you beforehand and be found on paper slips all hidden like the other paper slips that give directions for finding tablecloth and eatables.

To make these serving dishes buy five cents' worth of paper picnic plates. Fasten a strip of colored cardboard to sides of one plate by using brass paper fasteners. This makes a handle for a sandwich basket. Paper napkins or paper doilies may be used on the serving dishes. You may make them of all sizes and from various picnic plates made of paper that come round, square and fancy-shaped.

Paper ice-cups may be ornamented with pretty

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“stickers” that are to be bought for holidays in special design. These are made by the Dennison Company and you can get them anywhere if you ask at stationery shops. They come with birds, flowers, butterflies, and hearts, witches and many other designs. All you need to do is to wet them and paste them on a paper cup to make a fancy decoration. They cost ten cents a box.

Indoor picnics may be arranged in still another way: packages with individual “eats” may be hidden in several rooms. When found, they should be placed in the picnic dishes that have previously been put on a big table somewhere in a convenient spot. Or, if you like, these, as found, may go into a big market basket. You better keep a written list of places in which things have been hidden. It’s much safer!

Hurrah for a jolly picnic
On a stormy indoor day
When the wind blows hard and the rain pours down
And nothing seems fun to play!

Hurrah for a hunt and frolic
And a party upon the floor—
Hurrah for a picnic party
With the children from next door!

PEANUT FUN

Material Required to Make Peanut Fun: A bag of peanuts, some toothpicks, some small twigs from tree-branches, cardboard, and, perhaps, some tissue papers.

Tools Needed to Make Peanut Fun: Colored crayons and, maybe, paste.

Some Saturday or rainy indoor day, maybe your mother will let you have some friends come to see you and make Peanut Fun. A ten-cent bag of peanuts—or a five-cent bag for each one who comes to play—will be enough. You may even play with five cents' worth of peanuts—only don't begin to eat them fast, because, if you do, you never will have a chance to try to make all the wonderful things that peanuts will make!

First of all, there should be a peanut hunt. I dare say you have often been to parties where there were peanut hunts—but *did* you ever get tired of hunting peanuts? I don't think you ever did! So, hide the peanuts all about—try not to put many of them together and never put them on very high places that are difficult to reach. Give every child a paper bag or a little basket to put his "finds" into as he

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gathers them. If you like, you may sew little cloth bags and give one to each little guest. The bags may be kept and carried home. See who can find most peanuts. The one who finds most wins the game.

A prize for this game is something you can make yourself: a peanut owl, truly lifelike, sitting in a tree. Did *you* ever see a peanut owl?

To make this picture, you will need a big square of cardboard, a small dead tree-twig, some feathers from the chicken-yard or from a pillow that is moulting, and a bit of white paper and two common pins.

Begin by sewing the twig to the cardboard mount to make a "tree." Beneath the tree, crayon green grass.

Next, take a peanut and paste feathers all the way around it. Cut two small paper circles. Outline the rim of each with black or brown crayon—they are the round fluffy circles about the owl's eyes. Mark black circles at each center for eyes. Run a pin through each circle and into the top of the peanut to make the owl's head. A bit of white cardboard cut pointed and small will be the owl's bill. When the owl is dry, sew him to a limb of the "tree" with darning-cotton. Sew at the base of the peanut owl where claws should come, for the black darning-cotton that goes around the twig and fastens the peanut to the twig will look like the feet of the bird curled around the tree limb. If you like, you may put several owls together on one tree. These pictures will

PEANUT FUN

make very appropriate little prizes for your party games.

After the hunt is over, place an open box or basket on the floor and seat all players in a half-circle about ten feet distant. Play is made in turn. Each player sees how many peanuts he can toss into the basket or open box. The one to get eight in first, wins the game.

When this game is over, try making animals and people out of peanuts. Gather all the children around a big table and put a paper down at each place to catch the "snippings" of work. Put a big dish of peanuts on the table and some paste, some tissue paper and some toothpicks.

It is not hard to make peanut people and animals. The toothpicks are to be broken and pressed into the soft shells of the nuts to make legs or arms or tails as needed. The strange shapes of peanuts lend themselves to funny heads and strange bodies. Dogs, cats, chickens, ostriches may be made—as well as ever so many queer animals that have nothing but peanut language names and no home in any other country but Peanut Land. It is great fun to see what you can make.

Peanut people may be dressed in tissue paper. Bits of paper pasted to the peanut shells make caps or hats or hair. Other papers pasted around the doll will make dresses, coats, trousers. There should be an "exhibition of work" afterwards and the child whose work is best should have a prize—perhaps

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some salted peanuts done up in colored tissue paper and tied with a pretty strand of raffia to make a "prize package."

I think a peanut party like this will be ever such good fun, most *any* time, don't you?

Dear children, here's a peanut owl as any one may see,
He's sitting on a leafless branch of some bare winter tree:
I made this funny owl and you can make one too—
You'll only need a peanut, some feathers and some glue!
The feathers are his plumage soft,—some downy ones made mine,
Glued round about the peanut, so. I think the plumage fine!
Two paper circles make his eyes, paste where they ought to go,
And make a black dot on each one to finish each you know;
Then with some heavy string or thread, sew peanut to a twig—
A tiny one from off a shrub that will not be too big.
There, children, is your owl a-sitting as you see
He's roosting on a leafless branch of some bare winter tree.

THE GAME PARTY FUN

Material Required to Make a Game Party: Six or seven board games or other games.

A game party is what is sometimes called a progressive party. There should be as many games to play as there are children to fill three, four, or the desired number of tables.

A number is given to each table and the children draw for the table where they are to sit. There should be two at each table, or four. If you like, you may pin a number on each little friend who comes to play, in order of arrival. Thus, each will at once know his place.

When all are placed, start play by ringing a bell or giving a signal of "Start!"

Play for the full time that it takes the first table to finish one game, then ring the bell. Those who stand highest progress to the next table. The others who have not won remain where they are.

Each player should have a piece of cardboard and when he progresses, this cardboard should be punched. Or, if you have no punch, paste a paper circle or star on the player's score.

Where four play at a table, there should be games

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at each table that have four players needed to play them. Where two play, games should be board games that two may play. You will probably find enough of the right kind of games if your friends help out by lending theirs.

You may all club together and contribute one penny to buy a prize for the players who have progressed the farthest and who have the highest score at the close of two hours of play.

If you do not win a prize
Try again some day—
It won't pay to pout and fret—
And call it unfair play.

Everybody has a chance,
You have had one too—
Make the best of luck and say,
"Here's hurrah for *you!*"

BOOK FUN-MAKING

Materials Required to Make Book Fun: All manner of articles that you will need to “hunt up” at home, cardboard and an old calendar.

Tools Needed to Make Book Fun: Scissors, paste, but most of all a nimble brain and a pair of clever hands.

Do you like story books? Probably you do. I suppose you know them well enough to know ever so many titles of story books, too—even more titles than books you have read, maybe. You can make an entertaining fun party contest by illustrating the titles of books. It might be well to go over the names of the books you know and find out how many can be illustrated. You will be surprised!

Take *Mother Goose*, for instance! That is not exactly a story but it is a book everybody knows well and it is easy to illustrate it with some toy of your own. Dress the toy goose up in Mother Goose style. You may use doll clothes.

There is *The Brownie Book*: That you might illustrate with a picture of a brownie or a brownie made from horse-chestnuts—or even a brownie cut from paper.

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There is *Moni, the Goat Boy*—why, that is easy! All you need is a toy goat and a boy doll!

And how about Howard Pyle's *Salt and Pepper*? You could quickly illustrate that with a salt and pepper pot!

Would two wee penny dolls in a dish of water make *Water Babies*?

How would a toy flag placed upon a thick cork and put into an open saucerful of water make *Afloat with the Flag*? How about *The Blue Bird*? Can't you begin to think of dozens of other titles that you might make? If you can't, just get a boys' and girls' book catalogue or some catalogue of older person's books and see what you can do with it. It might make a fun contest some day.

If you want to make a Book Contest, use book titles that are familiar to those who are to play—if the party is for children, try to keep your titles among the most familiar ones known to all children. You should have at least ten titles to guess. Arrange these in individual groups upon a big table. Cut the numbers from some old calendar and paste it on a cardboard card that must go beside each group.

When your friends come to play with you, give each one a slip of paper and a pencil. Ask them to guess what book each numbered group stands for and tell them it is a book most children know. Then let them puzzle. When all have tried hard and done the best they can, have the children exchange papers and then read aloud the title of each group

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with its number. See who has had the best memory and been able to identify the most book titles!

A painting-book makes a good prize, if you want to reward the winner.

After this, if you like, you may play the well-known game of Authors. I dare say that you have a pack. If you have not, any ten-cent store sells the game for five or ten cents.

Perhaps you might like to make an Author Game yourself? You might make one in which there are only children's books and children's authors. I will tell you how to do it.

You will need a sheet of cardboard to cut into playing-cards. Cut fifty cards. First draw them on the cardboard by making two lines, horizontal and parallel, three inches apart. Divide these into sections, each two or three inches wide. Make your cards uniform in size and keep on making them and cutting till you have fifty cards. The game will be large enough to play with ten children.

There will be ten sets of books in your game. Each card in a set will bear the name of some character in *that* book. The books chosen are as follows:

- I. *The Arabian Nights*
- II. *Alice in Wonderland.*
- III. *Andersen's Fairy Tales.*
- IV. *Hawthorne's Wonder Book.*
- V. *DeFoe's Robinson Crusoe.*
- VI. *Lamb's Tales of Shakespeare.*
- VII. *Kingsley's Water Babies.*

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VIII. Alcott's *Little Women*.

IX. *Mother Goose*.

X. Burnett's *Little Lord Fauntleroy*.

You will play this game by asking for the characters in the books named. So you will have to write on the first five cards that are numbered 1, the names of five important characters in *The Arabian Nights*. Write at the top of each card plainly in red ink, the number and book name of each set.

I. *The Arabian Nights*

1. Aladdin.
2. Ali Baba.
3. Sinbad.
4. The Fairy Perie Banou.
5. Caliph Haroun Al-Raschid.

On the next card of the set write the names thus:

I. *The Arabian Nights*

2. Ali Baba.
3. Sinbad.
4. The Fairy Perie Banou.
5. Caliph Haroun Al-Raschid.
1. Aladdin.

On the *third* card, begin with the third name and invert the first titles to begin at the end of 5. On the fourth card of the set begin with 4, and on the fifth card give the name of the fifth character in the first set. The name that stands first on the card after

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the title is the name of that card. In this way you can tell what cards to call for.

The second set is to be arranged in characters like this:

II. *Alice in Wonderland*

1. Alice.
2. The White Rabbit.
3. The Duchess.
4. The Dormouse.
5. Humpty-Dumpty.

In making the other cards for the set, arrange them always in inverted order beginning with 1 and going on, to begin next with 2.

Here are the cards for the third set:

III. *Andersen's Fairy Tales*

1. The Little Tin Soldier.
2. The Little Match Girl.
3. The Ugly Duckling.
4. The Snow Queen.
5. Little Tuk.

Arrange these in the same way.

Here is the next list:

IV. *Hawthorne's Wonder Book*

1. King Midas.
2. Pandora.



This is Book Fun: Here are the Titles of Three Books.



Here are Doll Charades. Can You Guess what Book this Represents?

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3. Quicksilver.
4. Hercules.
5. Pegasus.

Here is the next book's list of characters:

V. Defoe's *Robinson Crusoe*

1. Robinson Crusoe.
2. Friday.
3. The Parrot.
4. The Cat.
5. The Goat.

Set six is as follows:

VI. Lamb's *Tales of Shakespeare*.

1. Rosalind.
2. Miranda.
3. Viola.
4. Portia.
5. Titania.

Set seven is:

VII. Kingsley's *Water Babies*.

1. Tom.
2. Emily.
3. The Old Dame.
4. The Sweep.
5. Mrs. Do-As-You'd-Be-Done-By

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Set eight is:

VIII. *Alcott's Little Women.*

1. Marmee.
2. Meg
3. Jo.
4. Beth.
5. Amy.

Set nine is:

IX. *Mother Goose.*

1. Little Boy Blue.
2. Little Bo-Peep.
3. Little Jack Horner.
4. Mary Quite Contrary.
5. Old Woman in a Shoe.

Set ten is:

X. *Burnett's Little Lord Fauntleroy.*

1. Cedric.
2. Dearest.
3. Dick.
4. The Earl.
5. Mr. Hobbs.

The rules for playing this Book Game are the same as apply to Authors. Shuffle all cards and deal

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them out one at a time, face down, to each player seated at the table.

Play is made in turn. The object of the game is to see who can get the most book sets complete. When it comes a player's turn, he looks over the cards he holds in his hand and he asks for the name of a card that shall go to complete his set.

If he asks a player who holds that card with its name *first* in the list after the book's title, that player must give it up. The turn may continue till that person fails to obtain of some player the card he desires.

At the close, the one who has most books wins. I think you will find it fun, if played at a party, to give some interesting book as a prize—probably your daddy will buy you one, if you ask him.

In clover time, I love to lie
In the green grass and watch the sky:
The fleecy clouds that I can see,
They make a picture-book for me—
Sometimes a tiger or a bear
Is in the cloud shapes with his lair;
Often, I find a giant's face,
Or, maybe, horses in a race;
Sometimes, a sailing ship goes by
To the far islands in the sky:
I never could begin to tell
The other things I've seen as well
In the white cloud-shapes as they go
Blown by the breezes fast or slow:
Changing to something new they stray
Across the sky the whole long day

THE COMPLETE PLAYCRAFT BOOK

And as I watch from grassy nook,
I call the sky my picture-book!
I love my books both great and small
But my sky book is best of all.

TOY CHARADE FUN

Material Required to Make Toy Charades: Any toys you may happen to have. They must be rather small. Doll house toys are excellent for this play. You will need a big cardboard packing-box too.

Tools Needed to Make Toy Charades: A pair of hands—a knife or pair of scissors to cut an opening in the box.

Charades are always interesting—but did you ever make them with toys on a small toy theater stage? Why not try the fun!

Let your friends share in the fun. Take turns thinking up good charades. You will need to make a toy theater in order to act them out on its stage. To make the theater, you will need a big cardboard packing-box.

Stand the packing-box on end. Cut out a part of its old top. From the front of the box, cut an oblong piece leaving this to turn *inward* at its base to make the “stage.”

If you have pretty wallpaper, paste this over the front of the box. It may go around the sides also, if you like. Cut out from this the paper that is over the stage opening.

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Run your hands through the back of the toy theater and fix toy furniture or whatever the "act" may call for. Then prepare the act by choosing what you need to illustrate it with your dolls or toys. (If any words or noises are needed, you of course give them from "behind the scenes.")

Prepare a good list of words to act out in toy charades. Try these and let your friends guess—then, perhaps they would like to try the fun, too. See who can guess the most charades.

Another play you can make with this toy theater is to illustrate books and stories in tableaux. In the picture, you will see Mother Goose is illustrated. Try illustrating individual verses from Mother Goose with toys and see how well the children will guess these. You will have to do this simply and without much detail, but avoid rhymes that are not well known and always try to make it a perfect representation of the rhyme you are aiming to picture.

You can act out simple little stories with your dolls and toys, too.

I saw a Punch and Judy Show,
All played with marionettes, you know;
It made me think—and so I made
A dollie's show with which we played.

We had some doll charades one day—
I used my toys and things for play—
We took our turns to guess, you know,
And it was like a puppet show.

THE JAPANESE FUN PARTY

Material Required to Make a Japanese Fun Party: Some moss, pebbles, twigs of fir or other small shrubs and some builder's cement. Some little figures that come in Japanese Garden sets are needed also.

Tools Needed to Make a Japanese Fun: A glass in which to mix cement and an old jelly jar.

Mud pies are fun—but I'll tell you what's MORE FUN! That's a Japanese Garden contest! You can't wear anything to it except a big apron tied over an old dress, and if you can play outdoors, so much the better. Put some tables out on the lawn. On them place woodland moss, earth, pretty pebbles and some builder's cement in a dish. This should be mixed to stand stiff. You may mix it with a little water at a time and put it in some old jelly glass.

Each child must have a shallow flower-pot drainer dish to work in—or better still a shallow oblong baking-pan.

Each may choose what he likes from the tables but only one thing at a time may be taken. No fair hoarding or acting piggie-wiggie!

First, everybody will need to build a wall across

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his dish. Plan this. You are all going to make yourselves charming little Japanese gardens. These usually come with a little lake arranged in the center. The wall is built at two sides of the dish and filled in when dry with earth. Moss is cut and fitted down over the earth. Then small trees that are wee two- and three-inch high clippings of fir or box may be pressed down into the earth to stand upright. They need no roots. The moisture of the earth and moss will keep them fresh.

When you have builded a wall about two inches high, made of pebbles cemented one on top of the other, let it dry for a while. The wall should come about an inch or two from one side of the dish at at each end.

After the earth is filled in, moss and trees added, each child may choose four little Japanese objects that come for these gardens. There will be houses, bridges, boats, deer, storks, gateways, and many other cunning wee toys. These, you place as you like in the moss. When the wall of pebbles is dry, fill your dish-bottom with a sprinkling of gravel run over some thinly dissolved cement. It should be allowed to dry. In a day, water may be placed in this tiny lake and the garden will keep for a long time.

The work of making these garden-dishes is great and absorbing fun. Allow a whole afternoon for it. Give a pretty Japanese prize to the one who makes the best garden.

It will be necessary to "wash up" after this beau-

THE JAPANESE FUN PARTY

tiful mud-pie party fun. Then, if you have kimonos to dress in, there may be a fancy dress parade of little Japs. And, maybe, you may have lemonade and crackers in real Japanese fashion—the lemonade will be “pretend tea,” served in a teapot. (That’s *not* Japanese but it is play!)

In the Land of Cherry Blossom,
Where they live on rice and tea,
Is the quaint one-storied building
Of the little Japanee:

Bamboo walls and colored roof tiles,
While they sit at home, you know,
They can throw the side walls open
And be out of doors, just so!

Little children of this country
Learn to be polite and kind,
Obey parents, learn their lessons—
Such, in homes like this you’ll find.

THE ALICE IN WONDERLAND LAWN PARTY

Materials Required to Make an Alice in Wonderland Party: These are home-made costumes and things that one would sell at a bazaar.

An *Alice in Wonderland* lawn party is not at all difficult to arrange. The essentials are a large attractive garden in which to hold the party, and a circle of friends to take part in it.

The characters to be represented are Alice, the White Rabbit, the Duchess, the Mad Hatter, Humpty-Dumpty, Tweedledee and Tweedledum, and any others you please. If you follow the pictures in the book of *Alice in Wonderland*, you will have no trouble in arranging costumes that are appropriate. Cheese-cloth and tissue crêpe paper may be made into dresses. Animal masks are to be secured at any big toy shop or department store toy counter.

You must have tickets to sell for admittance. These are to be taken by the Frog Footman at the entrance. There should be a lemonade stand arranged as much as possible to look like Alice's magic table with the bottles labeled "Eat me" and "Drink me." Alice may be the saleswoman to pour the bottled lemonade.

The White Rabbit must sell fancy articles and wee Japanese fans.

ALICE IN WONDERLAND LAWN PARTY

Tweedledee and Tweedledum may sell candy, and Humpty-Dumpty may have charge of the grab-bag. If there is a convenient "wall" for him to sit on, so much the better!

Serve tea under the trees and have the Mad Hatter, the Dormouse, and other *Alice in Wonderland* characters there to help.

If you can make a big cardboard cat's head to put up in a tree, it might make a good game. Have "five shots at the Cheshire cat" for five cents and give a prize if the cat is hit.

The Duchess may tell fortunes. These should be most impossible and funny.

Other members of your circle may be general helpers where they are needed. Each may represent some playing-card. To make this, take two large white sheets of heavy cardboard and paste upon one some ace, two-spot, or other card number in heart or diamond or playing-card figure. The other piece of cardboard may represent the back of the card and be covered with cloth pasted on flat. The two pieces of cardboard are fastened on and worn as a sandwich man wears his boards.

Very good posters to advertise your bazaar may be easily made with pen and India ink to represent the Duchess' invitation to her party.

Will you come to meet the Rabbit
In a Wonderland of Play?
It will be in my garden
Upon some sunny day.

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Real Alice who in Wonderland
Met Tweedledee is there
And you may find the Dormouse
A-sleeping in a chair.

You'd better bring some money
And come to join our fun—
And bring a lot of other folks
Because we want each one!

THE SEA BEACH PARTY

Material Required for a Sea Beach Party: A big wooden box filled with good things to eat, some prizes for a party and a big spoon or little shovel for every one who comes to the party.

When the moon is full and weather promises to be fair, that is the time for an evening's fun on the beach and a hunt for a Captain Kidd's treasure chest.

You will need a fine sandy beach, of course, and a warm evening. The party may start at dusk. The treasure is to be hidden in a big wooden box that has a cover and it should be hidden by somebody before the "party" guests arrive.

In the big wooden box is prepared a picnic lunch. Everything should be there, napkins, tablecloth, olive bottles, sandwiches, cake and good things. The treasure chest is just a provision box full of outdoor picnicy things. Nobody knows this. Nobody should be told.

Give each one, as he comes, a small tin shovel and tell him to hunt for Captain Kidd's Treasure in a wooden "chest." You may prepare a rough map, if you like. Make it a plan of the beach. Give a clue—so many rods from a gray rock—or something like

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this. Plant several wooden decoy boxes filled with nothing but sand and stones.

See who can find Captain Kidd's real treasure! It will be a jolly kind of hunt, I'm sure. The first to find the real box may claim ownership. That means that this one may lay out the picnic supper as he chooses and claim any extra treasure that is at the bottom of the box. (Usually, there should be some small trifle for every member of the party—a copper cent for every one, when "booty" is divided or "pirate gold" that is candy done up in bags to represent money bags.)

If you like, you may have this kind of beach party when it is daylight. If you do, be careful to cover up all spots where decoy boxes or where the real "treasure" is buried. At a daylight party, there are other games you may play. After the picnic is found, you may like to try them.

You may make a cork bean-bag before the party and play games in the water with it. The bag is made by filling a muslin pocket with ordinary corks. Sew it up afterwards and the bag is made.

With this, you may play "school" in the water. Make a line of the players and let *it* be the one to toss down the line till he misses. When any teacher misses a catch, he goes to the foot of the class. When any child in "school" misses a catch, he goes to the foot of the class. You may play this as long as you like.

Another game is played by swimmers. Place two

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children about twenty rods apart. Toss the beanbag between them. The one who can get it first wins and may toss it next time for two new contestants.

There are games you may play upon the beach as well. Sandfun is one of these. It is played with sand-pails and sea shells. As many as four may play.

Players may use one pail between them. Select a nice smooth spot of sandy beach about four feet square. Draw a square with a stick. Draw from corner to corner of this square and from the center of one side to its opposite. This will make eight triangles within your square.

You will need a flat clam-shell for a counter. Count out for order of play. The first to start tosses the counter. If it falls with its inner side next the sand, that player takes the pail and makes a sand-cake which he empties upon the triangle next to him. If the cake does not "turn out," he must smooth off the triangle again. Two triangles belong to each player and the first to get four cakes in them will win the game. When the clam-shell turns with its outside toward the sand, in tossing, then a player has no turn.

Another game may be played with a pail and twenty small pebbles for each player. Players must sit ten feet from the pail in a row on the sand. The first to throw three pebbles into the pail wins the game.

At a beach party, you may also have a castle-build-

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ing contest. Every contestant must start at the same time to build a sand-castle. There is chosen a judge who is to keep time. Ten or fifteen minutes is allowed. Then all must stop. The one whose castle is judged the best wins the contest. Some pretty shell will be a prize or a toy flag to place upon the castle.

Upon the yellow sands one day,
I built a splendid fort in play:
It was so strong and seemed so tall,
I thought that it would never fall
Before the little waves that came
To play with me a sea-beach game.
I made believe the waves so blue
Were ranks of soldiers staunch and true—
Right to my fortress on the sand,
They marched at General Sea's command!
But I had made my fort so well,
Each rank before my ramparts fell!
Then, General Sea sent on new men
To battle 'gainst my fort again!
Eager, they rushed to join the fight
With helmet plumes—the spray—all white;
And then, at last, the foe assailed
With one great rush my walls were scaled
And countless ripples mad with glee
Ran round my feet to capture me!

THE FUN OF A BOX PARTY

Material Required to Make a Box Party: Just some cardboard boxes of various shapes and sizes, paper, pencil.

Tools Needed to Make a Box Party: Crayons, scissors.

Some day, no doubt, you will like to have a box party. It will be fun for many reasons to try the novelty of making toys from boxes. They are easy to make too!

If you send out any invitations to your fun party, send each in a small cardboard box. The invitations should read something like this:

Dear Wopsie:

Please come, if you can, to have some fun with me on Saturday afternoon. It is going to be a Box Party. Please bring a box with something to eat inside.

Your friend,

TOPSY.

Between the time of your invitations and the date sent, collect all manner of cardboard boxes. Place these on a big work table, on the day appointed for

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the party, and have a cloth over the table that you can work on. There should be crayons, scissors, pencil and paper for the children to use in common. With the boxes, each child is going to try to make some toy. He must see what he will make and plan it without telling his plan aloud. Be careful not to tell! Keep it a secret!

Each child may take from the pile of boxes one box—with this he must start his toy. If he needs another box to complete it, he may take a second. Two boxes are enough to use in making any toy. These are some of the box toys you can make: a toy wagon with round disks of cardboard for wheels; a dolls' table by cutting legs in the deep box rim at each box corner and inverting the box to stand upon these; some animal—dog or cat—may be made by turning a deep box over to rest on its rims. Cut the animal's legs and feet at the corner of each box rim. Head and tail are drawn on cardboard and slipped into slits made in opposite ends of the box at the top. See what you can all make. The one who makes the best toy should have a little box of candy.

A good game to play at the box party is a box fortune-telling game. It will make a good laugh for everybody. It is made with a box brownie and you play the game with buttons.

A round pill box is the brownie's head. Mark a face on its back side that is clear of printed matter. The body of the brownie is a cardboard box with cover glued fast. This box should be about three

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or four inches long. Cut arms and hands from some cardboard and make a slit with a knife in the side of the box body. Slip the arms into the two slits firmly. At the base of the box make two more slits that go the short way of the box. Cut pieces of cardboard large and flat at one end and smaller at the other to make feet and legs. Bend the large flat part of these to make feet on which to stand the brownie.

Now, take paper and pencil. Make a number of slips of white pad paper, each about two or three inches long. Write "Yes" on some and "No" on others. Write on some the name of a profession such as "Cook" or "Policeman" or "Artist" or something that occurs to you. Make a series of eight or ten of these and put them in an envelope labeled *Professions*. Place the "Yes" and "No" papers in another envelope labeled *Direct Answers*.

To play the Fortune Game, stand the brownie upon a table and place one of the Direct Answer papers in the box that is its head. Don't look at the paper you draw. Nobody must know what it is.

Count out for order of play. The first player asks a question that may be answered by *yes* or *no*. Ask any question you like—just for fun. Then that player takes a button and tries to hit the brownie's head. If he succeeds in hitting the brownie's head, he may open the box and read the answer. If he does not hit it, the question must be asked again and the turn passes to the next. Continue play this way till all

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papers are used. Then ask the brownie to tell you your future profession and take one of the papers from the other envelope to put in the little box. The play is the same. If you obtain two or more professions, it means that there will be more than one. The same question may not be *answered* more than once.

Another fun game will be to put some beans in some cardboard boxes. Don't put many beans in—just a few. Use three boxes and number each one like this, 1, 2, 3. Give each player a paper and pencil. He must then shake each box and *not* open it at all. By the noise, he must guess how many beans are in box 1 or box 2 or box 3. Each must write his guess upon his paper, numbering it. Then the boxes are opened and the number of beans counted. The one who comes closest to the right number gains one point for each correct guess. Change the number of beans each time and make new guesses. The one to score five guesses first wins.

I never could believe—could you—
The things a cardboard box can do?—
For, would you think a box could tell
A funny fortune really well?

And would you think a box could be
A brownie like the one you see?
Maybe you'd like to have the fun
Of making you another one.

THE SICK-A-BED-FUN PARTY

Material Required to Make a Sick-a-bed Party: Fancy post-cards, letter paper and envelopes, an everyday copy-book to make into a surprise book, some empty jelly glasses and any wee toys that you have. Stickers that come in Dennison boxes are used as seals.

Tools Needed to Make a Sick-a-bed Party: Just the tools that fairies have, nimble fingers, happy thoughts and—play.

Maybe you know what it is to be sick—but I hope not really SICK! By that I mean that you feel you would like to get right up and run around the room, if only the nurse would let you. It's dreadfully dull to have to stay quiet all the time and that, often, when you can hear other children playing and having a good time. No parties for *you*, then! No, sir! All you can do is to count the flies that are on the ceiling, if you're lucky enough to have a fly in your room. Ten chances out of a hundred that the nurse swatted it! If she hadn't, you *could* have watched that fly for a long time and speculated as to what it would do *next*. It would have killed time between the clock chimes and given something to do to break



A Brownie Box Game of Fortune Telling at a Box Fun Party.



Some Jolly Fun for a Sick-a-bed Party.

THE SICK-A-BED-FUN PARTY

the monotony. Oh, it isn't interesting—*no, sir!*

Well, haven't you some little friend that would like to be amused? And, maybe, he'd like a *party*? He can't come to any fun party of yours! Suppose you make a party for him! I think it would be splendid, don't you! It couldn't be a party with pink ice-cream and cake, of course. It could be something else though—something that was *fun!*

You might make a post-card party for your friend: that's fun and it's not hard to do. Just ask every friend of his to send him a post-card that will reach him on a day that is chosen. Then the postman will bring ever so many pretty cards with pictures on them and he can have them all to enjoy and to re-read. It will be almost like a real party except that the cards will go to play with your chum instead of you and your friends.

You may also make a real surprise party for your chum. It will not come with a basket but it will come in a book! How? Well, listen: you'll need a blank book with a cardboard cover you can cut. This will be made into a three-cornered book that has its leaves folded. Inside each fold some friend will put a little letter or a surprise. Then a sticker is placed to seal the folded leaf and on the outside is written *when* to open. It should be like this

You can open this when you want to laugh.

You may open this at eleven fifteen, Tuesday the thirteenth.

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Open this after you've taken a dose of your bad medicine that you don't like.

Open this on Valentine's Day.

Open this and think of the one whose name is signed here when it is time to say good-night and go to sleep.

This is the way you will have to make your book: Cut each cover toward a point right at the forward center part of your book. Then fold the first sheet over, inward with point down to fit close to the binding of the copy-book. Fold the lower part of the leaf upward to fit over this. It will make a pocket. Fold all the leaves of the book in this way. Then give the book to one friend after the other and ask each to fill a pocket and seal it and write on the outside when it may be opened.

Some pockets contain wee letters. Others may contain a picture, some may have a lucky penny enclosed. This may be put into a bank or kept as a nest egg in a box. Some pockets may contain a toy flag, a flat sachet to smell, a wee pocket glass to flash about the room as entertainment when the sun lights on the bed, some wool and a kindergarten picture to sew with it, paper doll cut-outs. You might put anything that is not too lumpy in the surprise book but don't put things to eat, remember! If your chum is sick, you'll have to remember *that!*

THE SICK-A-BED-FUN PARTY

Anything will do to seal the pockets. You may paste a scrap-picture to seal the leaves or you may put a fancy holiday sticker on as a seal.

The book may be tied from front corner point to front corner point opposite. Use a tape or ribbon, making holes that are not very large to run this through at each point.

You may send some surprise jelly with this book to your chum—it isn't jelly that you eat though. It's just pure fun! He'll think it even better than really true jelly too!

Find some empty jelly glasses and some red, yellow, green, and orange-colored tissue papers. Hunt for some white pad paper and some paste too. Beside these, you'll need some fruit-jar labels—or you can cut these from everyday white paper.

Begin by washing and cleaning each jar so no dust is in it. Dry each jar well. Then find some wee toy that will fit into it. Do this toy up in a small tissue paper package. Next, cut a round of colored tissue for the bottom of the jar inside. Line the sides of the jar with the same color of tissue paper and put the little surprise gift inside.

Cut a circle of white paper a half inch larger than the top of your jar and put it over the top. Snip the scissors and seal the jar with the paper as Mother seals jelly jars. You will need to paste the rim of the paper where it is snipped.

Next, write the name of some jelly or jam on the label or on a slip of white paper cut like a label

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and paste this in place on the jar. Make a trayful of these jars, each with some toy or surprise inside. It will be jolly for your little friend to have these jars by his bedside and to know that according to your letter sent with the jelly jars, he may look forward to opening one a day while he is sick.

The toys that will fit into these jars may be varied: a tin soldier—with a letter to go with him; a toy balloon that is not yet blown up; some wee china cat or dog; a Noah's ark animal, a little ball with an elastic on it to play with in bed; a string of cut-outs folded; a pretty seaside shell; and "penny toys" of all kinds.

Maybe, sometime, if you're ill you will have a friend who will make a surprise party for you and you'll enjoy it too, even though you are sick. You won't feel so lonesome with the party of post-cards and surprises because you'll know that your friends are thinking of you all the time even though they can't come to the house to play.

At night time when my prayers are said,
My Mama tucks me into bed,
An' kisses me an' goes away
Downstairs where grown-up people stay.

Sometimes, I feel quite lonely here,
It seems so strange an' dark an' queer—
But I look out into the night
To where my little star shines bright.

'Most always, we play hide-an' seek:
I hide my head an' then I peek

THE SICK-A-BED-FUN PARTY

Behind my pillow just to see
If—peek-a-boo,—it catches me!

It hides behind the clouds and plays
An' then again it stays an' stays
Until I catch it peeping 'round
Some corner of its pillow mound.

Sometimes, in the big dark of sky,
It falls asleep the same as I—
And in the Dream Land 'way off far
I play still with my little star.

THE FORTUNE-TELLING FUN

Material Required to Make a Fortune Game: A sheet of cardboard and some pictures cut from magazines.

Tools Needed to Make a Fortune Game: Scissors and paste, crayons.

Some day it might be fun to dress up like a gypsy band and tell your friends' fortunes. A gypsy fun party is the very thing for a good time! You will need to make a Fortune Game first. It is made by cutting cardboard cards and illustrating them with magazine advertisements.

Cut twenty cards, each card about two inches wide and three inches high.

Find some magazines and look through their advertisements to see what you can find. These are the cards you will need to illustrate with some picture. The picture is pasted on the card and colored when dry with crayons.

Good Fortune:	a ship.
A Present:	a basket.
A Dark Lady:	a lady with black crayoned hair.

THE FORTUNE-TELLING FUN

A Dark Man:	a man with black crayoned hair.
A Light Man:	a man with yellow crayoned hair.
A Light Woman:	a woman with yellow hair.
A Journey:	a picture of a train.
A Letter:	a picture of a messenger boy.
Riches:	an automobile.
Poverty:	a picture of a tramp.
A Wedding:	a pair of shoes.

The other cards will represent the professions by some special symbol. The advertisement toothbrush will stand for a dentist's profession; the picture of a Red Cross nurse will represent a nurse's calling; a touring car with people in it will mean a chauffeur; a doctor will be a man with a bag; a writer will be a person with a book. In this way you may add all cards you need to fill the pack.

Take the cards with the professions out when you start to tell fortunes. Ask the player whose fortune you are telling to cut the cards and wish a wish. Put the pack together and deal six down on the table. If the sixth card is the card of Good Fortune, his wish will come true. (All this is just *play*, you know, for nobody believes that cards can tell a *real* thing that is going to happen.)

If you shuffle all the cards again and count out six each time, you will tell a fortune. Always go by the

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sixth card you turn over. Stop there. Repeat six times. Then do the same with the cards that illustrate the professions. Count these out only once and end with the sixth card. This will close the fortune telling for one person—you can say that seven turns are “magic” and one more would “break the magic number.”

If you like, you may add to your fortune cards others not written in this set. Number each card, if you have made a big set. Then keep a list of your cards, numbered. By referring to this, if you forget, you will still be able to tell any fortune. Best memorize your cards by telling play fortunes several times for practice before you tell one as a game for others to share.

It is fun to dress up as gypsy when you tell fortunes. Almost any old clothes will make a gypsy dress if you pin a bright piece of cloth or a shawl over your shoulders. You may like to play this at a lawn party.

Sometimes, upon a summer's day
We make-believe a gypsy play:
With shawls and scarves in much demand,
We dress up as a gypsy band.

We play at telling fortunes too—
It's just a make-believe, not true,
But it is fun to make pretend
And tell the “fortune” of a friend.

